BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

Tales of Vesperia™



Look what I've Got! ^^

COVERS XBOX 360®

BASED ON A GAME RATED BY THE ESRB — TEEN T

Written by Doug Walsh & Jennifer Sims





TABLE OF CONTENTS

PROLOGUE 2

CHARACTERS 4

BATTLE BASICS 12

WALKTHROUGH 24

- The Beginning 24
- Miracle at the City of Blossoms 29
- Friends Unite 34
- Aque Blastia Recovered 44
- Brave Vesperia 56
- The Child of the Full Moon 74
- A Final Battle 87
- The Four Spirits 98
- The Adephagos 108

ARTES & SKILLS 116

ITEMS & EQUIPMENT 130

- Consumables 130
- Weaponry 132
- Sub Weaponry 174
- Armor 180
- Accessories 197
- Attachments 208
- Synthesis Ingredients 212

COOKING 222

MONSTER BOOK 226

- Human 226
- Beast 232
- Bird 235
- Magic 237
- Plant 240
- Aquatic 241
- Insect 243
- Inorganic 244
- Scale 246

EXTRAS 247

- Conversations, Discoveries, and More 247
- Side-Quests 248
- Achievements 254

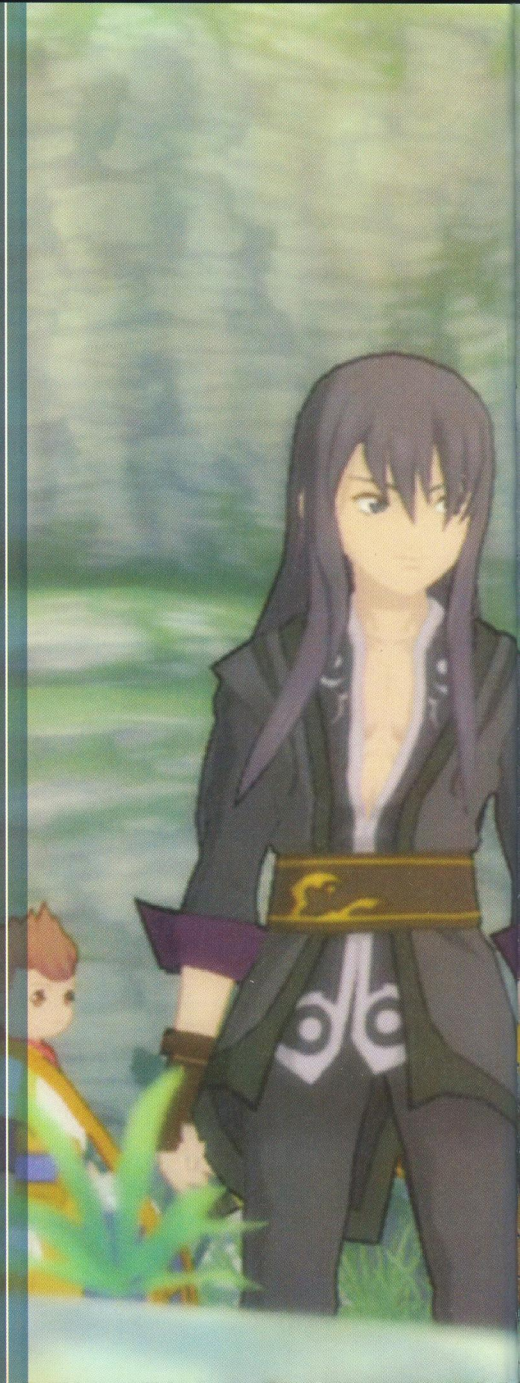
The screenshots in this guide were taken while the game was still in development. Some minor visual elements might differ from the final game.

PROLOGUE

Tales of Vesperia takes place on the planet Terca Lumireis, at a time when the peace and security its inhabitants have come to count on is in dire straits. The ruling Empire has been without an Emperor for too long and political rivals are backing separate candidates to replace the deceased ruler. While the Imperial Knights and the Council argue it out, the hapless citizens are left to fend off marauding monsters and deal with unscrupulous magistrates who govern through fear and manipulation and give nothing in return.

Fortunately for the world at large, not everyone from the lower class is willing to suffer their fates without a fight. Yuri Lowell once joined the Imperial Knights hoping he could bring about change from within, but found it a near-impossible feat. Instead, he now watches over the Lower Quarter as a vigilante-of-sorts and risks life and freedom to right the wrongs committed against his fellow citizens. Many of these wrongs typically involve the resource known as blastia, a magical material engrained with specific formulas that make life easier for everyone. Blastia come in all shapes and sizes and manage everything from water supplies to weaponry to massive protective barriers that keep monsters at bay. The poor have few blastia and losing just one of them risks throwing the entire neighborhood into crisis.

What starts as a simple task of reclaiming a stolen blastia leads to an epic journey that spans the globe—and could very well save it from destruction. Yuri has never left the capital city of Zaphias, but is about to travel further than he ever dared imagine, but he won't do it alone. The world is far too dangerous to go it alone and Yuri will be accompanied by several friends, each with a specific set of skills and knowledge, but all equally invested in saving the world from the destruction set to be unleashed.





About This Guide

Tales of Vesperia is a lengthy role-playing game with a sophisticated story and a number of complex gameplay mechanics that give it a depth seldom seen in games of its type. Without some sort of guidance, uncovering all of its nuanced secrets would take multiple play-throughs, hundreds of hours, and not a small bit of luck. We at BradyGames have worked tirelessly to create a guide that helps you see everything the game has to offer at the pace you set and without spoiling any of the game's terrific stories. In addition to a detailed step-by-step walkthrough and a comprehensive Battle Basics section, this book contains every listing for the in-game Collector's Book and Monster Book, so you can see exactly what entries you might be missing and where they can be found. We've also compiled information on the many side-quests and mini-games (many of which most players may never know about) at the end of the book in the Extras chapter. Check this chapter frequently during the latter stages of the game so you don't miss out on anything! The world of Terca Lumireis is a grand one, and one definitely worth saving. Let this book help you do just that!

CHARACTERS



"The man who will save the world, standing in the shadows."

Yuri Lowell

AGE: 21
HEIGHT: 5'11"

The story's protagonist.

Yuri grew up in the capital's lower quarter, along with his friend, Flynn. At Flynn's urging, Yuri joins the Imperial Knights. However, he soon rebels against their hypocrisy and reluctance to tell him the purpose of his missions. Yuri ends up butting heads with his superiors, and quitting the Imperial Knights.

Ever since, he has been living happily in the lower quarter, working to help those who are suffering under the oppression of the empire. In order to rebuild his life in the lower quarter, he sets out on a journey after Flynn. From the shadow of Flynn's success in the Imperial Knights, Yuri finds his own purpose, and ends up helping others along the way.

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Downtown Boy	5	531	65	131	106	85	79	94	3

MAIN	SUB	HEAD	BODY	ACC.
Compact Sword	Black Leather	Leather Helm	Leather Mail	-

TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Downtown Boy	A downtown Zaphias resident wanted by the Imperial Knights, but doesn't seem to care. *This is Yuri's default title.*
Vigilante	One who refuses to obey the law, but instead takes justice into his own hands.
Survivor	You've returned from many close encounters with death. Could your luck be running out?
Certified Soldier	You hate the ugly truth of the knighthood. But some of its virtues are still worth believing in.
Dark Enforcer	Cutting through evil with a sword of light, you're also subject to the justice of the law.
True Knight	No need for all the shiny badges for one to be recognized as a true knight. *Complete all battle missions.*
Improvisionist	A master of the refined art of improvision. He is able to make the best actor cry in defeat.
Tank Top Lover	A great way to relax after a shower! If only being on a journey was this carefree.
Hope of the Town	So many hopes and dreams lie on your success. If there was only someone to share this burden with.
Commoner Chef	You're handy with a knife and have a keen sense for taste. Is there anything you can't do? *Master every recipe with Yuri and complete cooking master side-quest.*
Kingdom Celeb	For good or for bad, your name is known far and wide.
Recollection Guardian	Memories are worth more than what money can buy.
Sensory Master	Your sense of insight is incomparable. You're amongst the best of the best.
Dark Lion	The king of all beasts. The crest of the black lion stands tall and proud. *Clear the 200-man melee as Yuri.*
Treasure Hunter	You never miss a single treasure chest… even the empty ones! *Open 86%+ chests in the game.*
Basic Swordsman	One who practices the basics of the Imperial Knights while incorporating his own style.
Skilled Swordsman	One who cuts through his enemies like the wind. You're on your way! *Reach level 20.*
Master Swordsman	One who's name will go down in history. *Reach level 60.*
Legendary Swordsman	Your skills surpass even the greatest swordsmen. *Reach level 100.*
Beginner Combo User	A sign that one is accustomed to the art of combos. The fight has just begun! *Achieve a 10-hit combo.*
Advanced Combo User	A true combo user amongst adventurers. There's still room for improvement. *Achieve a 30-hit combo.*
Combo Master	All that practice paid off! You're a pro! *Achieve a 100-hit combo.*
King of Combos	A sign that one has mastered the use of fatal combos through perseverance. *Achieve a 150-hit combo.*
Fatal Striker	One who can take down his enemies in a single blow, hence, Fatal Striker! *Perform 100 Fatal Strikes.*
Berserker	You've fought your way to the top to reach the war god level. *Fight through 255 battles on Hard mode or tougher.*
Item Hater	You have a tendency to hoard things and have trouble parting with them. *Do not use items during chapter 1 for any character.*

STATS SNAPSHOT

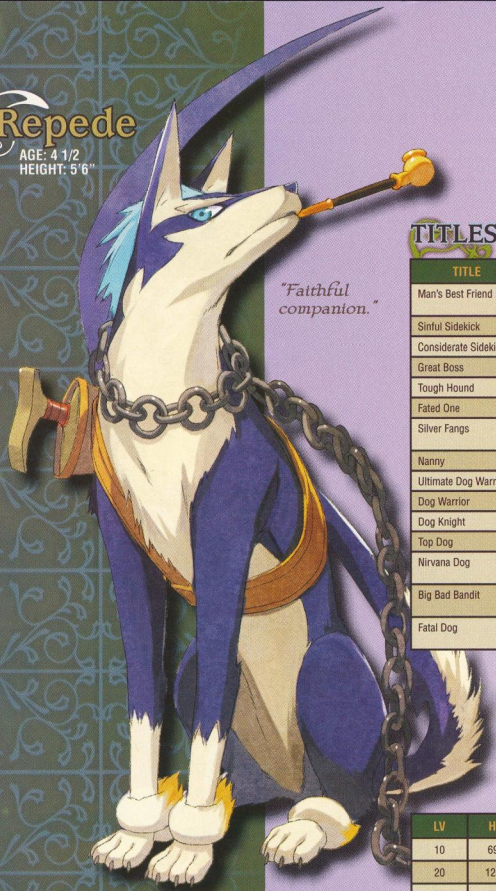
YURI'S LEVEL GROWTH

Yuri grows quickly right from the start, but his stats increase slower in the second half of the game.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	789	99	117	92	77	70	124	105	75
20	1352	167	190	149	124	117	192	168	122
30	1954	239	268	210	174	167	264	235	172
40	2701	329	365	287	236	229	354	318	234
50	3528	429	472	371	305	298	454	410	303
60	4251	516	566	444	365	358	541	490	363
70	5144	623	682	535	440	433	648	589	438
80	5718	692	756	594	487	480	717	653	485
90	6259	757	827	649	533	526	782	713	531
100	6769	819	893	701	575	568	844	770	573
110	7245	876	954	749	615	608	901	823	613
120	7690	930	1012	795	652	645	955	872	650
130	8102	979	1065	837	686	679	1004	918	684
140	8482	999	1115	875	718	711	1050	960	716
150	8829	999	1160	911	747	740	1092	999	745
160	9144	999	1200	943	773	766	1130	1034	771
170	9426	999	1237	972	797	790	1164	1065	795
180	9966	999	1307	1027	842	835	1229	1125	840
190	9999	999	1377	1082	887	880	1294	1185	885
200	9999	999	1447	1137	932	925	1359	1245	930

Repede

AGE: 4 1/2
HEIGHT: 5'6"



"Faithful companion."

Yuri's partner.

Repede is no one's pet, but rather a steadfast partner to Yuri. These two know each other so well that they make an almost unbeatable team. He doesn't give his trust easily, but once gained, Repede is a faithful friend and valuable fighter. This canine companion never backs down from a fight and his scarred face is proof of his convictions. Though he doesn't speak, he always lets his opinions be known and he is always calm and in control of the situation. Even though he doesn't smoke, Repede carries a pipe as a memento of his former master, a sign of the loyalty he gives to all whom he trusts.

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Man's Best Friend	6	534	71	129	109	74	84	119	86

MAIN	SUB	HEAD	BODY	ACC.
Kogarashi	Chain Collar	Knit Cap	Belly Warmer	-

TITLES

TITLE	DESCRIPTION
Man's Best Friend	Not just a dog, but a valuable companion on a long journey. Don't mistake him for a monster! *This is Repede's default title.*
Sinful Sidekick	Taking the sins of your friends upon your back. I have you covered, buddy.
Considerate Sidekick	Sometimes your sidekick may know you better than you think! Trust his instincts.
Great Boss	Able to drive out evil and have control of the pet kingdom, you're a top dog! *Complete the Dog Map.*
Tough Hound	You don't back down easily in the face of danger. Dogs don't just wag their tails at anyone!
Fated One	One who is fated to accompany his allies on the battlefield. Ready for the next battle? *Defeat the Rival Dog.*
Silver Fangs	Those fangs of steel are aimed at evil. Don't underestimate the looks of these fangs. *Clear the 200-man melee as Repede.*
Nanny	No one can resist the innocence of children… Not even this tough pup!
Ultimate Dog Warrior	Your strength is unwavering. You're secretly happy about receiving this title!
Dog Warrior	One who keeps a strong hold on his enemies with his bite. Grr!
Dog Knight	No one can compare to this dog. You're on your way to becoming something great! *Reach level 20.*
Top Dog	Your skills are comparable to that of a top swordsman. Not bad for a dog. *Reach level 60.*
Nirvana Dog	You've surpassed all humans and dogs. You understand the human language, but choose not to speak it. *Reach level 100.*
Big Bad Bandit	Old habits are hard to quit! But never steal from the poor! That's the Golden Rule! *Successfully used Item Thief 100 times.*
Fatal Dog	This powerful canine can take down his enemies in a single strike. This is one tough dog! *Perform 100 Fatal Strikes.*

STATS SNAPSHOT

REPEDE'S LEVEL GROWTH

Repede grows at an average rate throughout the game. His statistical increases per level remain consistent from start to finish.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	694	94	94	80	75	67	112	118	70
20	1206	157	162	133	122	114	175	186	117
30	1756	224	235	189	172	164	242	259	167
40	2365	299	316	251	228	220	317	340	223
50	3011	378	401	317	288	280	396	425	283
60	3540	443	471	371	336	328	461	495	331
70	4030	503	536	421	381	373	521	560	376
80	4500	560	599	469	424	416	578	623	419
90	4951	616	659	515	466	458	634	683	461
100	5382	668	716	559	505	497	686	740	500
110	5794	719	770	601	543	535	737	794	538
120	6186	767	822	641	579	571	785	846	574
130	6571	814	874	680	615	607	832	898	610
140	7061	874	939	730	660	652	892	963	655
150	7551	934	1004	780	705	697	952	1028	700
160	8041	994	1069	830	750	742	1012	1093	745
170	8531	999	1134	880	795	787	1072	1158	790
180	9021	999	1199	930	840	832	1132	1223	835
190	9511	999	1264	980	885	877	1192	1288	880
200	9999	999	1329	1030	930	922	1252	1353	925



Estelle

AGE: 18
HEIGHT: 5'5"

"The Princess who never loses her innocence in the face of adversity."

The story's heroine.

A successor to the throne of the deceased emperor, Estelle is under the protection of the Council, but is imprisoned by the Imperial Knights, who support the other candidate to the throne, Ioder. However, she finds herself on friendly terms with Flynn, despite his belonging to the Imperial Knights.

Though other people need devices known as blastia to use magic, Estelle can use magic without them. She is proficient at healing artes, and has used her powers to heal the illnesses of prominent statesmen in the empire.

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Castle Healer	5	394	92	109	111	104	121	78	91

MAIN	SUB	HEAD	BODY	ACC.
Saber	Buckler	Hair Band	Leather Guard	-

TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Castle Healer	A title given to a mysterious girl with healing artes who tried to escape the castle.
Royal Successor	One who keeps her true identity hidden. In fact, she is the successor of the throne.
Enchanting Belle	One who hasn't yet realized her natural charm and charismatic aura. *Select Estelle for the sexy dress in Heliord.*
Seeker of the Truth	Condemned by a giant monster as the poison of the world, she continues on her journey for truth.
Determined Princess	One who stands firm in her beliefs even when confronted in the face of great hardships.
Gracious Waitress	Kind and considerate, you always treat others with the utmost courtesy and respect. *Complete level 3 in the waiter game at Dahngrest.*
Dedicated Paramedic	A healer true and faithful to her duties. Don't spoil your patients though. *Heal over 15,000,000 HP.*
Noble Princess	You are firm in your beliefs, even if you are royalty! You live your life by noble virtues.
Massage Therapist	Your healing touch can cure away any pain, mental or physical!
Curious Princess	One who is fascinated by anything and everything around her!
Cordon Bleu	Practice makes perfect! Studying from Mom's recipes help! *Master every recipe with Estelle and complete cooking master side-quest.*
Fairy Tale Weaver	Poetic, yet sentimental, her stories will remain with you forever.
Itemania	Mania? Does that stand for someone who knows a lot about items? *Fill out the Collector's Book with 100% of the items.*
Heroic Actress	What talent! That voice, those dancing skills! You should be nominated for an award.
Battle Nightingale	Strong, yet graceful. Your beautiful voice seems to resonate through the battlefield. *Clear the 200-man melee as Estelle.*
Worldly Adventurer	Despite your royal status, you use your true strength to battle evil.
Magical Maiden	Magical and mystical, your graceful presence is loved by all. *Clear the 100-man melee as Estelle.*
Healer	An endearing healer gently watching over her allies on the battlefield. This is Estelle's default title.
Cleric	Not just a pretty face! Her majestic presence can measure up to any knight on the battlefield! *Reach level 20.*
Priestess	Her noble presence and will power are enough to turn dreams into reality! *Reach level 60.*
High Priestess	One who exerts a holy aura and possesses healing powers that could change the future! *Reach level 100.*
Fatal Angel	Quick and speedy. That is your way of showing mercy to your enemies. *Perform 100 Fatal Strikes.*

STATS SNAPSHOT

ESTELLE'S LEVEL GROWTH

Estelle grows at an average rate throughout the game. Her statistical increases per level remain relatively consistent from start to finish.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	578	123	95	114	99	117	93	83	75
20	1036	196	152	181	162	184	145	135	122
30	1525	274	213	254	228	257	201	191	172
40	2061	359	280	333	301	336	262	252	226
50	2659	454	355	421	383	424	330	320	288
60	3146	532	416	493	449	496	385	375	337
70	3603	605	473	561	512	564	437	427	384
80	4047	675	528	626	572	629	487	477	429
90	4478	744	582	690	631	693	536	526	474
100	4895	810	634	752	688	755	584	574	516
110	5300	875	685	811	743	814	630	620	558
120	5691	937	734	869	796	872	674	664	598
130	6069	997	781	925	848	928	717	707	636
140	6434	999	827	979	898	982	759	749	674
150	6785	999	871	1031	946	1034	799	789	710
160	7176	999	920	1089	999	1092	843	833	750
170	7616	999	975	1154	1059	1157	893	883	795
180	8056	999	1030	1219	1119	1222	943	933	840
190	8496	999	1085	1284	1179	1287	993	983	885
200	8936	999	1140	1349	1239	1352	1043	1033	930

Karol

AGE: 12
HEIGHT: 4'5"



"The boy with the appearance of a coward, who will prove himself a man."

Long ago, Karol helped out the guild of benevolent thieves, and the pride that this brought him started a fervent desire to be successful in a guild someday. However, despite his high level of abilities and eagerness to learn, he finds himself paralyzed when he's most needed. Branded a coward, Karol has been thrown out of countless guilds time and time again.

For this reason, Karol has found himself wandering from guild to guild, never learning any one guild's skills more than halfway. He finally ends up in his own ideal guild, the monster hunting guild, but he soon finds himself thrown out of even that.

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Young Hunter	9	795	77	178	128	96	101	56	4

MAIN	SUB	HEAD	BODY	ACC.
Kalorian Hammer	Normal Size Bag	Leather Helm	Hard Mail	-

TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Young Hunter	A self-proclaimed member of a hunting guild. A small soldier who wields a big sword! *This is Karol's default title.*
Brave Vesperia Leader	High spirited and full of hopes! You're the youngest guild leader in history!
Troubled One	So what if you ran away and failed to save Don?! Failure only makes one stronger.
Brave One	One who used his last ounce of courage to save his friends. A truly proud moment!
Girly	Hehehe… I can get used to this...Huh? What am I saying? *Dress up Karol in girl's clothing in Heliord.*
Lunch Lady	One who looks great in a white apron! Get in line and don't fight over dessert! *Complete level 3 in the waiter game at Dahngrest.*
Brilliant Support Role	Not always in the center of the spotlight, but you seem to be needed everywhere!
Guild Chef	Cooking is like an invention. It all depends on how much effort you put into it! *Master every recipe with Karol and complete cooking master side-quest.*
Towel Fanatic	Hm...it makes a nice scarf on a chilly day!
Golden Soldier	The only thing that stands between the monsters and you is your golden armor.
Crouching Tiger	One who carries a weapon too big for his small body. Don't be deceived by his size! *Clear the 200-man melee as Karol.*
Warehouse Master	You're a pro at tidying up! You might want to try sorting out the world's problems next! *Complete all of the warehouse side-quests.*
Manly Man	A real man proves his worth through action! He's also quite a monster expert. Wow! *Fill the Monster Book by using the Magic Lens on every monster and enemy in the land.*
Insomniac	It's best to forget your troubles and sleep on it. Time will solve everything. *Karol struggles to get a good night sleep in Dahngrest.*
Valiant Swordsman	One who slays giant monsters one after another. How much stronger can you get?
Agile Fighter	I gotta try harder and show them all! Um… nothing… nevermind. *This is a secondary default title for Karol.*
Determined Fighter	I… I… I can do it if I put my mind to it! *Reach level 20.*
Energetic Fighter	You may be small for your age, but you sure are full of energy! *Reach level 60.*
Shining Fighter	You haven't seen the best of me yet! The look of courage is more glorious than the sun! *Reach level 100.*
Chirpy Fighter	Not sure if he is faint from the battle, but he is making a funny noise. *Karol has been stunned in battle 100 times.*
Fatal Attacker	I'm going to pound you to pieces! Don't you underestimate me! *Perform 100 Fatal Strikes.*

STATS SNAPSHOT

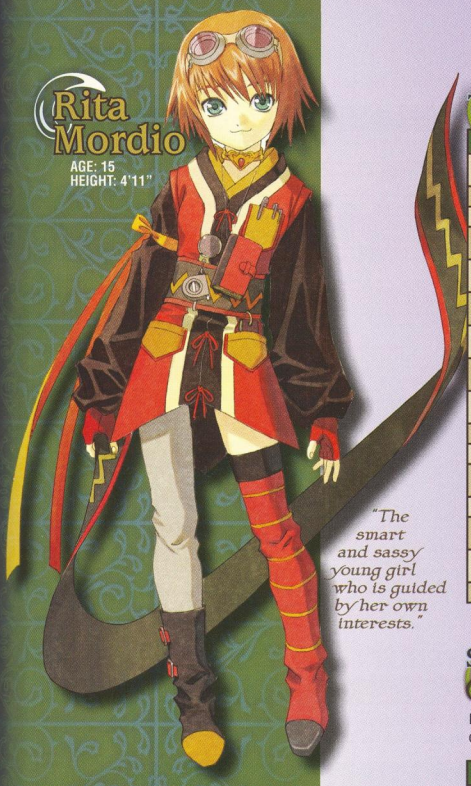
KAROL'S LEVEL GROWTH

Karol is a "late bloomer" and grows faster in the second half of the game than in the early stages of the game. This is fitting for his age and maturity, or lack thereof.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	813	84	125	85	83	74	79	65	67
20	1403	143	198	139	132	123	123	104	111
30	2060	209	281	200	187	178	173	148	161
40	2828	286	377	270	251	242	230	199	218
50	3848	388	504	363	336	327	307	267	295
60	4887	492	634	459	423	414	384	336	372
70	5909	594	762	552	508	499	461	405	449
80	6539	657	840	610	560	551	508	447	496
90	7315	735	937	681	625	616	567	498	555
100	7864	789	1006	732	671	662	608	535	596
110	8364	839	1069	777	712	703	645	568	633
120	8817	885	1125	819	750	741	679	598	667
130	9221	925	1176	856	784	775	710	625	698
140	9577	961	1220	889	813	804	736	649	724
150	9886	992	1259	917	839	830	759	670	747
160	9999	999	1291	941	861	852	779	687	767
170	9999	999	1331	970	887	878	803	708	791
180	9999	999	1406	1025	937	928	848	748	836
190	9999	999	1481	1080	987	978	893	788	881
200	9999	999	1556	1135	1037	1028	938	828	926

Rita Mordio

AGE: 15
HEIGHT: 4'11"



"The smart and sassy young girl who is guided by her own interests."

A blastia researcher working in the blastia research laboratory in the City of Scholars, Rita is a super-genius in all matters related to blastia. However, she never brags or boasts about her talent. This is not because she is humble, but rather, because she gives no thought to such things.

She loves blastia dearly, enough to give them personalities of their own, and she has no tolerance for anyone who would harm them. She cares little for staying informed of worldly affairs. Her genius causes others to keep her at a distance, and for this reason she is often quite lonely.

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Genius Researcher	12	776	189	153	137	233	190	119	56

MAIN	SUB	HEAD	BODY	ACC.
Sash	Burning Blood	Bronze Circlet	Cloak	-

TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Genius Researcher	Known in Aspio as "The Strange One", she is a genius mage with a few loose screws. *This is Rita's default title.*
Anti-Nonsense	One who grew up with logic and reason. She hates all things non-scientific.
Spirit Hunter	Unraveling the truth behind the aer doesn't mean the end. It's only the beginning
Kitty Cat Waitress	One with cute, fluffy ears. Very popular with the customers. *Complete level 3 in the waiter game at Dahngrest.*
Seeker	One who travels to unravel the world's mysteries. Devoting a lifetime to them is half the fun! *Inflict over 20,000,000 HP worth of damage.*
Chemical Chef	Just the right combination of herbs and spices! Cooking is just like an experiment! *Master every recipe with Rita and complete cooking master side-quest.*
Miska Doctoral Degree	You're at the peak of the blastia research. Even so, there's always room for improvement.
New Dice Master	A rookie dice master with skills that can change the history of dice rolling. *Win either of the dice games at Capua Nor.*
Magical Bee	Your spells sting like a bee! People run and hide in fear at the mention of your name. *Clear the 200-man melee as Rita.*
Spotlight Hog	You never fail to disappoint with your natural acting skills. You always steal the spotlight!
Fashionista	One sporting a yukata, a shirt over a pair of pants. A truly unique style!
Mage	Don't mistake her for just any regular magic user! She was born to use magic! *This is Rita's default title.*
Grand Mage	Even if they do call you strange, you still stand proud in the path in search of the truth. *Reach level 20.*
Genius Mage	One who has grown wiser through many failures. What lies ahead is the path to enlightenment. *Reach level 60.*
Master Mage	Heaven and earth, good and evil. You've challenged the ultimate truth and deserve this title. *Reach level 100.*
Fatal Sorcerer	The battle is within your grasp! You always get your enemies. *Perform 100 Fatal Strikes.*

STATS SNAPSHOT

RITA'S LEVEL GROWTH

Rita grows steadily from the start of the game and reaches a peak at the midpoint of the story. She continues to strengthen, but the rate slows down during the second half.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	627	153	80	73	114	109	105	94	74
20	1111	237	133	120	182	173	163	152	121
30	1694	338	196	177	265	249	232	221	178
40	2363	454	269	243	359	336	312	301	244
50	2915	550	329	297	437	408	378	367	298
60	3413	637	383	345	508	473	438	427	346
70	3860	715	432	389	571	531	491	480	390
80	4280	788	477	430	630	586	542	531	431
90	4672	856	520	469	686	637	589	578	470
100	5037	920	560	504	737	685	632	621	505
110	5374	978	596	537	785	729	672	661	538
120	5684	999	630	568	829	769	710	699	569
130	6144	999	680	613	894	829	765	754	614
140	6604	999	730	658	959	889	820	809	659
150	7064	999	780	703	1024	949	875	864	704
160	7524	999	830	748	1089	1009	930	919	749
170	7984	999	880	793	1154	1069	985	974	794
180	8444	999	930	838	1219	1129	1040	1029	839
190	8904	999	980	883	1284	1189	1095	1084	884
200	9364	999	1030	928	1349	1249	1150	1139	929



Raven

AGE: 35
HEIGHT: 5'11"

"The man who lives life as if already dead... will rise again"

Raven was brought back from the dead, but his life is still not his own to control. For this reason, he has given up on life, and lives each day without any desire to go on to the next.

He acts like a fool and falls into the hands of the Imperial Knights, but then infiltrates the Union of guilds on Alexei's orders, and spies on the Don. However, he finds that he respects the Don as a person, and travels around acting as his right-hand man. At the same time, when dealing with the empire he is loyal and cool-headed, simply doing his duty without emotion.

TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Fishy Old Man	One who befriends anyone and everyone. You don't know if he is friend or foe. *This is Raven's default title.*
Old Spy	Were you hired to keep a close watch on Estelle because you're capable? Or because this is an easy job?
Immortal Old Man	One who died a thousand deaths, but still manage to come back to life each time.
Shining Star	The stars above are spinning round and round. You're irresponsible, but posses a certain charm. *Learn over 100 skills with Raven.*
Imperial Knights Captain	Even though you're an ex-knight, you'll always be a legend. For that, I salute you!
Gentleman	You never lose your cool. You also have a way with the ladies. *Complete level 3 in the waiter game at Dahngrest.*
Vagabond Wolf	You've wandered far and wide, until you found your place amongst Brave Vesperia. *Clear the 200-man melee as Raven.*
Twilight Dreamer	You long to relax on a tropical beach in the sunset after the daily battles.
Hardcore Gamer	You always have a controller in your hands. How do you use the bathroom? *Play the Tales of Draspi 30 times.*
Weekend Chef	You're rough with the ingredients, but it always turns out perfect! *Master every recipe with Raven and complete cooking master side-quest.*
Ladies' Man	All women are attractive and beautiful. You really have a way of talking to the ladies.
Spa Manager	Soaking and relaxing in a hot spa is the best remedy sometimes.
Trickster	You've witnessed both destruction and rebirth. One who has deceived others as well as himself. *This is another one of Raven's default titles.*
Ranger	You come and go as you please. Your wit and adaptability earned you this title. *Reach level 20.*
Double Identity	You've lived as a knight and amongst the guilds. The skills you have put you at the very top. *Reach level 60.*
Super Star	You've seen good and evil, faced success and failure. This has earned you fame and recognition. *Reach level 100.*
Fatal Old Man	Your temper runs short when you're my age. Let's hurry and finish this up already! *Perform 100 Fatal Strikes.*

STATS SNAPSHOT

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Fishy Old Man	25	1924	231	403	289	360	233	180	53

MAIN	SUB	HEAD	BODY	ACC.
Variable Edge	Battle Knife	Safety Helm	Larnellar Guard	-

RAVEN'S LEVEL GROWTH

Raven grows very quickly in the first half of the game then begins to taper off during the second half. He doesn't hit a mid-game peak like Rita, but his age begins to catch up with him.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	759	120	107	88	99	85	129	100	76
20	1337	195	176	146	162	143	204	163	128
30	1964	276	251	208	231	205	285	232	184
40	2665	368	336	279	309	276	377	310	247
50	3151	431	394	327	362	324	440	363	291
60	3623	492	451	374	414	371	501	415	334
70	4055	548	502	418	461	415	557	462	373
80	4447	599	549	457	505	454	608	506	408
90	4799	645	592	492	543	489	654	544	440
100	5210	699	641	533	589	530	708	590	477
110	5710	764	701	583	644	580	773	645	522
120	6210	829	761	633	699	630	838	700	567
130	6710	894	821	683	754	680	903	755	612
140	7071	940	864	719	793	716	949	794	644
150	7412	985	905	753	831	750	994	832	675
160	7813	999	953	793	875	790	1046	876	711
170	8288	999	1010	841	927	838	1108	928	753
180	8763	999	1067	888	979	885	1169	980	796
190	9238	999	1124	936	1032	933	1231	1033	839
200	9713	999	1181	983	1084	980	1293	1085	882

Judith

AGE: 19
HEIGHT: 5'9"



"The woman who puts her heart and soul into her life's work."

A blastia hunter dedicated to destroying blastia that are harmful to the world, Judith is driven by a need to prevent the disaster that befell her town from ever happening again, and a desire to keep secret the flaws of the blastia created by her father, a blastia researcher.

In the battle between the empire and the Entelexeia that took place 10 years ago, Judith's hometown was razed to the ground. After this, she began destroying blastia at the urging of the Entelexeia Ba'ul, who kept her safe during the battle.

However, she will soon find that these actions have a new and greater meaning in her life.

INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Blastia Hunter	26	1953	198	435	381	172	186	228	90

MAIN	SUB	HEAD	BODY	ACC.
War Pike	Boots	Silver Circlet	Trench Coat	-

TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Blastia Hunter	A girl who travels the world to destroy blastias. Yuri is the only one that knows her secret. *This is Judith's default title.*
Sultry Tempest	Her killer looks can whip up a storm. Be careful, you may fall prey to her like the rest. *Make the sexy outfit for Judith in Heliord.*
Trophy Wife	Capable, beautiful, charismatic. You are much sought after marriage material.
Guardian of the Truth	One who hides her true identity as she fulfills her mission. But now, her friends come first.
Into the Sky	Highly skilled with the lance, you can send your enemies flying on the battlefield. *Complete Ba'ul race level 5 and accrue 1,000 FS Chains.*
Glamorous Maid	The black and white is simply stunning. Perhaps this suits you better than your usual style. *Complete level 3 in the waiter game at Dahngrest.*
Legendary Gambler	She's not just doing this for the money. She wants to put her luck to the test.
Chef Mom	Your cooking reminds one of home. It's comparable to any first rate chef! *Master every recipe with Judith and complete cooking master side-quest.*
Enchanting Beauty	You who look stunning in a yukata. All eyes are fixed on this goddess.
Dragon of Blue Lightning	You strike down your enemies with your destructive wrath like a bolt of lightning. *Clear the 200-man melee as Judith.*
Super Dragon Rider	Perfectly in sync in body, mind and spirit. You soar through the skies gracefully with your partner. *Complete Ba'ul race level 5.*
Beautiful Lancer	You'll fight to the death to defend your cause. You always follow through with your goals. *This is another one of Judith's default titles.*
Great Lancer	You set out to strike down on the earth once again with determination and conviction. *Reach level 20.*
Dragoon	Riding on Ba'ul through the skies like lightning. These two are unstoppable! *Reach level 60.*
High Dragoon	Taking down enemies by the thousands, you truly deserve this title of the highest honor. *Reach level 100.*
Fatal Lancer	No one escapes the wrath of your lance! Ruling the skies with supreme precedence. *Perform 100 Fatal Strikes.*
Poker Face	No one can guess what truly lies behind your expressionless mask.

STATS SNAPSHOT

JUDITH'S LEVEL GROWTH

Judith grows steadily from the start of the game and reaches a peak at the midpoint of the story. She continues to strengthen, but her rate of growth decreases during the second half.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	789	99	100	91	81	60	111	107	73
20	1370	163	169	149	134	103	175	171	120
30	2036	235	247	216	195	151	247	243	175
40	2796	318	337	292	264	206	330	326	237
50	3524	398	423	364	330	259	410	406	297
60	4119	463	494	424	384	302	475	471	345
70	4654	521	557	477	433	341	533	529	389
80	5156	576	616	528	478	378	588	584	430
90	5626	627	672	575	521	412	639	635	469
100	6062	675	723	618	561	444	687	683	504
110	6465	719	771	658	597	473	731	727	537
120	6835	759	815	696	631	500	771	767	568
130	7385	819	880	751	681	540	831	827	613
140	7935	879	945	806	731	580	891	887	658
150	8485	939	1010	861	781	620	951	947	703
160	9035	999	1075	916	831	660	1011	1007	748
170	9585	999	1140	971	881	700	1071	1067	793
180	9999	999	1205	1026	931	740	1131	1127	838
190	9999	999	1270	1081	981	780	1191	1187	883
200	9999	999	1335	1136	1031	820	1251	1247	928

BATTLE BASICS

The combat system in Tales of Vesperia is complex enough to give you many choices, yet it is intuitive and easy to pick up with only a little practice. The following information provides everything you need to get started.



MENU

The Menu grants access to everything you need to manage your Items and Equipment, set Skills, select Artes, and much more. Access it by pressing Y and use the L or R to navigate between the menu choices which you can select with A.

Artes

In Tales of Vesperia, combat is handled mainly through the use of Artes. Artes are special combat moves and spells that allow you to attack foes and to heal and strengthen allies. Each character has access to a unique set of Artes. For a complete listing, please see the Artes and Skills section of this guide.

MODE

Each character can be played in one of three Modes: Manual, Semi-Auto, and Auto and you can switch between these by using BACK.

MANUAL

This mode requires you to make all the decisions for a character. When in battle, a character just stands there and won't participate unless you control him or her. You must move the character around the battlefield to either attack or use Artes. Everything is up to you, including the character's positioning while attacking. If the character is too far from a foe, they won't hit their target. It is a good idea to set only the character you are controlling to Manual, so that the rest of your party can use their abilities to their full advantage while you are busy controlling one character.

SEMI-AUTO

Much like Manual mode, you must make the decisions for characters in Semi-Auto mode. You can move them around the battlefield, select when to use Artes, and generally control their actions. An advantage to using Semi-Auto mode is that if you choose to perform an Arte on a targeted enemy, the character automatically moves to the appropriate range and position to do so. This can make it easier to use your Artes to maximum effectiveness.

AUTO

When a character is in Auto mode, he or she fights without direct intervention from you. Each character performs actions within the parameters set by the Strategy you are using. The Auto mode is best used to allow non-controlled characters in your party to perform actions while you are also performing actions with the controlled character. This is vitally important to winning battles because each character is always doing something to contribute to the fight.

MAKING THE GRADE

While it is possible to set all characters to Auto and just manage them from the Battle Menu when you see they need to take a specific action, you are better off setting one character to Manual control. You receive a significant bonus to your final Grade by playing a character in Manual mode.

ASSIGNING ARTES

Each character under Manual or Semi-Auto mode has spaces for four Artes shortcuts which can be assigned to specific Artes. To make the most of these, assign Artes which you use most often. When the pointer is in one of the short cut spaces, press A. This takes you to the complete list of available Artes on the right hand side of the screen. The details of each Arte appear at the bottom of the screen, including TP consumption. Scroll through these, and assign the Artes that you want to use most often. Each Arte you assign can then be performed during battle by the appropriate combination of L and A.



USING YOUR FULL ARSENAL

Even though you assign four Artes to shortcuts, this doesn't mean that these are the only four available in battle. Access the character's complete library of Artes through the Battle Menu during a fight, so don't worry about being stuck without a useful move or spell should an unexpected need arise in battle.

Once you have set Artes, scroll down on the left to reach another set of shortcuts. This set is tied to the ❶ and can be assigned not only from the controlled character's Artes, but also those of the entire party. Select a shortcut space, then select from the available Artes on the right. To switch to another character's list, use L or R. These shortcuts are a great time-saver in battle. You can always access each character's Artes through the Battle Menu, but the shortcuts are much more expedient for often used Artes. Healing Artes are a great choice for these shortcuts, as well as Artes that slow, stun, or otherwise affect foes. As your characters gain levels and learn more Artes, remember to update your shortcuts!

Equipment

The second menu choice is Equipment. Each character has five equipment slots: Main, Sub, Head, Body, and Accessory. To see what equipment is available for each character to wear, select an equipment slot, and a list appears to the right which includes everything you currently have that can be equipped by that character in that slot.The equipment details appear at the bottom of the screen. Press A or SWAP to switch between the description of the item and its details. Any Skills available on a piece of equipment are shown directly underneath the list.



The box on the left shows you how each weapon compares to the one currently equipped. Increases are shown in blue numbers, while decreases are shown in red. Use this information to help you decide when to switch equipment. Take all the information into consideration before changing equipment. For instance, a weapon may do less damage, but offer valuable Skills.

It is important to keep your equipment up to date. As you progress and encounter more challenging monsters and enemies, old equipment can really put you at a disadvantage. Check out each piece of equipment you acquire and switch it out with your current equipment when it has something to offer. Every piece of equipment you come across is not an obvious upgrade, but many have useful Skills or offer protection against a certain Attribute which makes them worth keeping and using.



Items

While it's possible to see available equipment from the Equipment menu, the best way to see everything you have is through the Items menu. This menu includes everything your party is carrying that is not currently equipped. It is divided into several categories:

NEW

This includes everything that you have recently acquired. It is a quick way to see which items you just picked up without going through the other categories.

TOOLS

These are your consumables. They include Gels (which replenish HP and TP), Bottles (which cures or creates certain effects), and other items that help you out during battle.

MAIN

This is a list of all Main Weapons you have, regardless of which characters can use them. The descriptions and details for each weapons appears at the bottom of the screen as you scroll through the list. You can also see which characters can use each weapon by looking at the icons in the lower right corner. This is true of all the equipment in the Items menu.



SUB

This lists all of the Sub Weapons in your inventory. Each Sub Weapon is unique and can only be used by one character.

HEAD

This lists all the items that can be equipped in the Head slot.

BODY

A list of all your acquired Body armor.

ACCESSORIES

Most Accessories can be equipped by any member of the party, but there are a few that are character specific. This list displays them all.

INGREDIENTS

A list of all of the ingredients in your possession.

SYNTHESIS MATERIALS

The Synthesis Materials acquired through battle and by finding them in the wild are displayed here.

VALUABLES

Valuables are special items. Many are items you acquire through following the story in game, others you can synthesize.

XBOX LIVE

This Item menu choice shows all the special items you have gained through Xbox Live. These include special Gel and Bottle sets, as well as other items to help you on your journey.

While looking through these items, you can use or equip them by pressing A. This brings up your entire party and you can select which character you want to use or equip the item. When using a consumable Tool, you only need to select a party member. If the item is a piece of equipment, each character portrait has either an up arrow, down arrow, =, E, or X. The arrows are accompanied by a number and indicate whether an item is an overall upgrade or not, and by how much. The = indicates that an item is roughly equivalent to what you have currently equipped. E means that you have that exact same item already equipped, and X indicates that a character cannot use an item.



Skills

Skills affect your characters in a variety of ways. They can increase your Attack, bolster your defense, affect the way you move, and even change your Artes, among other things. Skills are learned from using certain weapons. By equipping a weapon you can use whatever Skills it offers and if you fight with the weapon long enough you can learn the Skill and can use it even after you have unequipped the weapon.

Select the character for which you want to set Skills by using RB and LB. The remaining Skill Points appear in the upper right hand corner of the screen, as well as the total SP points you have to spend. As characters gain levels, they increase their pool of SP, allowing you to set more Skills.



Skills are divided into four categories: Attack, Guard, Move, and Support. You can switch between these categories by using the LB and RB. Each category has something to offer.

ATTACK

These Skills generally focus on the damage you deal. Many increase the strength of your attacks, give you extra hits on an attack, or even give you an advantage against certain types of enemies.

GUARD

Guard Skills focus on your defense. These Skills mitigate damage, give you extra defense against some types of attacks, and can even help you resist some types of damage altogether.

MOVE

Move Skills often give you extra attacks and combos as well as allowing you to move sooner after executing another action.

SUPPORT

These Skills can increase the rate at which you recover HP and TP, and can also give you bonuses to things like EXP among other effects.

You can select as many Skills as you want, as long as you have the SP to spend. While it may seem advantageous to select as many Skills as you can, in doing so, you may miss out on an opportunity to strengthen your Over Limits through the use of Symbols.

Symbols may appear when you set multiple Skills in certain combinations. These symbols vary depending on which combination of skills you choose. Experiment with different combinations of Skills to gain the most useful ones while getting the useful Symbols. Some of the Symbols you can produce include:

CHROCS	The overall Over Limit effective period will be extended.
FLECK	Increase Physical Attack during Over Limit.
GOLDOS	Increase total Gald acquired after battle by winning the battle during Over Limit.
KAON	Recover TP during Over Limit.
LAYTOS	Recover HP During Over Limit.
NHOSING	This symbol does not have any special effects
ROCKRA	Increase Physical Defense during Over Limit.
SANDOR	Increase Magic Attack during Over Limit.
STRIHM	Increase Mobility during Over Limit.
TWORY	Increase total Gald acquired after battle by winning the battle during Over Limit.

Strategy

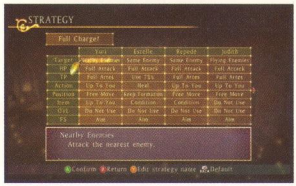
Use the Strategy menu to manage the actions of your characters during battle. There are four pre-set strategies: Moderate, Full Charge!, Defend, and Save TP.



Moderate allows characters to change actions depending on the battle's circumstances. Characters attack or heal as needed, and keep some TP in reserve. They also move once their HP drops below a certain percentage. This is a steady strategy.

Full Charge! calls upon your party to attack the enemy with their full strength. Characters attack the foe with all their might, using their Artes to the fullest and not caring if they run out of TP. This strategy deals the most damage in the least amount of time, but doesn't hold back anything and you may find yourself out of TP rather quickly.

Defend is a conservative battle strategy. Party members keep their distance from enemies once they lose 25% of their health, they help each other when attacked, and only use their TP very sparingly.



Save TP functions just like it sounds. Characters attempt to conserve their TP by using mostly normal combo attacks that don't consume TP and they use items only sparingly.

Each strategy can be customized to suit your preferences, or you can create and name your own strategies. To change a strategy, select it from the list and press X to edit it. Here you can select actions for each character. For each category, select the corresponding box and choose an action from the menu that appears. This allows you a great deal of control over characters in Auto Mode. Remember, you can always instruct a character to perform a certain action from the Battle Menu, regardless of the set strategy.

Under the Strategy menu you can also set the formation of your party by pressing Y. This brings up the Formation screen. Here you can determine where you want your characters to begin each battle. Select a character and use L to move their icon anywhere on the Player side of the battlefield. This lets you place your characters exactly where you want them. This is particularly useful for starting your ranged characters well away from foes.

Cooking

Fighting is difficult work and nothing gives a battle-weary party a boost like a freshly cooked meal. The Cooking Menu allows you to manage your recipes and ingredients so you can always provide your party with a hearty meal.

To cook, first you must select which character will do the cooking. Next up is selecting a menu. All the recipes you have available are shown in the list to the right. Recipes which are grayed out indicate that you do not have the required ingredients to make that meal.

Once you have selected a menu item, cook it by pressing Y. You can also cook immediately after battle by setting up Cooking shortcuts. To set a shortcut, scroll down on the left until you see the four choices for shortcuts appear. Select one, then select the character you wish to cook it, and then finally the menu item you wish to assign to that shortcut. This allows you to cook after each battle. Different recipes have different effects, and different characters can learn new recipes by cooking, so it is important to try different menu items. For a complete list of recipes, please see the Cooking section of this guide.



Status

The Status menu lets you change various details about your character as well as see their overall statistics.



You can change the first name of the character if you want, though it only changes the text you see, not what you hear during gameplay. You can also change titles. As you move through the game, characters acquire different titles based on certain accomplishments. For a complete list of titles, please see the Characters section of this guide.

The final thing you can modify here is your attachments. Attachments are purely cosmetic pieces of equipment that appear on your character. You receive some attachments as part of the game story, others you can create yourself by synthesizing them.



Library

The Library is full of useful items to help you track your progress through the game. Each one has a specific purpose and provides you with useful information.

BATTLE BOOK

This tracks each lesson you learn regarding battle. Check it when you want to remind yourself of a certain tactic.

SYNOPSIS

The synopsis is a handy tool for remembering where you've been and sometimes where you are headed next. Your travels are divided into a chronology of events on the left and a description of each on the right. This is a particularly useful tool if you take a break from the game and need to be reminded of where you are in the story.

MONSTER BOOK

The Monster Book lists every creature you come across. It contains valuable information about each creature, including its habitat, items dropped, and stats.



COLLECTOR'S BOOK

The Collector's Book keeps track of each item you come across, no matter the type. Use it to view the items by category, and it also provides relevant information about each one, such as where you obtained it and its description.

WORLD MAP

The map fills in as you travel, allowing you to see everywhere you have been. The World Map is divided into Towns, Dungeons, and Fields. Select a location to see where it is on the map, as well as the items available for purchase in the shops, and the enemies residing in each dungeon or field.



RECORDS

Your Records track several things in the game, including how many times you have Saved, how much Gald you have gained, as well as how many Encounters you have faced, among other things.

Save & Load

This menu choice allows you to save your game if you are in the field, load it whenever you wish, and change the settings as needed.

Selecting your Active Party

Only four party members may be active at once, and as you progress through the game you gain more allies. To select which ones you want to be active, arrange the characters by selecting a character portrait and exchanging it with someone else. Only the first four character portraits are in your active party.

SHOPS

Each town and a few other locations contain a Shop. Shops allow you to Buy, Sell, and Synthesize equipment to keep your characters up to date. All items available for purchase can be bought with Gald. You earn it by defeating monsters, or sometimes by finding it in a chest or other location.

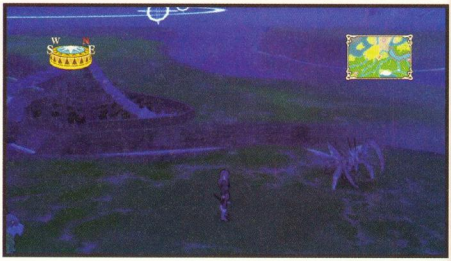


All the pertinent information, including item stats and Synthesis Materials show up on the screen as you scroll through a shop's inventory. After deciding what to buy, select the item to purchase it, as long as you have the required Gald. Selling works in much the same way. It is a good idea to keep much of what you find in your travels, even after you have outgrown it, but if you become low on cash, sell unwanted items to make some Gald.

Synthesizing is basically another way to purchase items, where you provide the materials. To synthesize an item select Synthesis and scroll through the available items. Choose an item for which you have the materials and select how many of that item you would like to make. As long as you have the correct materials and required Gald you can synthesize the item. Synthesizing often yields the best equipment, so it is always worth your time to check out the new recipes each time you enter a town.

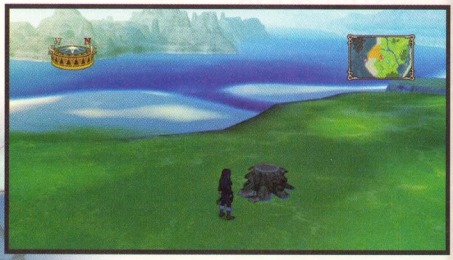
FIELD MAP

To move from place to place in the world, you must travel through the fields. To help you on your way is a compass. Found in the upper left hand corner, the compass helps you track which direction you are headed.



The Field map also includes a Mini Map in the upper right. This shows the immediate surroundings, including any nearby towns or dungeons. If you prefer, press ⊗ to cycle through both the compass and the Mini Map and to overlay the World Map on your screen.

When exploring the field, you may come across a Search Point. These Search Points contain caches of items which you can harvest,



Interacting with a Monster on the Field screen is called an Encounter. There are three types: Regular Encounters, Surprise Encounters, and Advantage Encounters. In a regular encounter, both you and the monsters meet on even footing. You all begin the battle ready to fight. During a Surprise Encounter, enemies have got the drop on you! Any character in your party can be pulled into a Surprise Encounter, not just the ones you have selected to be active. An Advantage Encounter happens when you use your Sorcerer's Ring to stun the enemy, giving you a chance to attack for a few seconds before the enemy can react.

ENCOUNTER LINKS

Sometimes monsters roam closely together and you may encounter more than one at once. This is known as an Encounter Link. While these battles can be more difficult since you must face more foes, the rewards can be greater as well if you are up to the challenge.

TO BATTLE!

Once you Encounter a foe, a battle begins. During a regular encounter, your party starts on the left, enemies are on the right. The four active party members are displayed at the bottom of the screen with their HP and TP shown. HP is a measure of how much damage each can take. Once a character's HP reach 0 he or she is KO'd and is out for the rest of the fight unless the character can be resurrected. TP is the fuel for your Artes. Every Arte used consumes TP. When a character runs out, you must replenish them or stick to using normal attacks.



Battle Menu

The Battle Menu gives a great deal of flexibility during battle. Use it to select specific Artes, change your assigned shortcuts or equipment. It also allows you to use items to replenish your party's HP or TP, or aid them in other ways. You can also change your strategy altogether or just fine tune it to your style of play. You can also use the Battle Menu to Escape. Sometimes no matter how well prepared you think you are, you find yourself facing a foe that is just a bit too much. When this happens, select Escape to save your hide.

Movement

Using L moves you back and forth across the battlefield. To give yourself more freedom of movement, use Free Run. To access Free Run just move L while holding down R. This allows you to position the controlled character wherever you want which is really handy for getting you right where you need to be.

Attacking

When facing more than one foe, use RB in combination with L to switch between them. This lets you choose exactly who or what to attack first.

To attack, get close to an enemy and press B. This performs the character's regular attack which does not consume TP. To perform one of the Artes which you set up as a shortcut, press A along with the appropriate direction on L.

One of the most powerful tools in your arsenal is the combo. To create a combo use B together with L to try out different Combos. A powerful combo consists of linking a Normal Attack, a Base Arte, and an Arcane Arte. Practice using these until it works smoothly for you to deal extra damage to your enemies.



Guarding

While you may want to just go all out with your attacks, it is always a good idea to try to defend yourself as well. Set a character to guard by pushing ⊗. This decreases the damage the character takes from attacks. However, if the character continues to take damage while Guarding, you may receive a Guard Break. Once this occurs, your Guard can easily be broken for a short time and you may take more damage.

Over Limit

The bar at the left hand side of the battle screen is the Over Limit gauge. Once it fills up, you can trigger an Over Limit by pressing down on the ○. Once the Over Limit has been triggered, use an Arcane or Altered Arte then go right into a Burst Arte by pressing Ⓐ. This causes a massive amount of damage to your foe. There are four levels of Over Limit each with their own effects:

LEVEL ONE	In addition to using your Burst Arte, you are able to execute attacks and Artes continuously.
LEVEL TWO	In addition to the Level One attack, Level Two also deals more damage to fallen enemies.
LEVEL THREE	Does everything a Level Two Over Limit does but TP consumption is not incurred during it.
LEVEL FOUR	This level does everything the previous three do, but also makes your party invincible to enemy attacks during it. It takes some work to reach Level Four, but is well worth it.



Ailments

Many attacks can inflict you with either Physical or Magical Ailments. The most common are listed here.



POISON	HP is lost as time passes.
CONTAMINATION	TP is lost as time passes.
PARALYSIS	Various Actions are limited.
WEAK	Maximum HP is halved.
SEALED ARTES	Cannot use Artes.
SEALED SKILLS	Cannot use Skills and the effects of Skills are canceled.
PETRIFICATION	No actions are possible.
SLEEP	No actions are possible.
CHARM	Control keys are randomly assigned.
PHYSICAL ATTACK	Attack Power is increased or decreased.
PHYSICAL DEFENSE	Defense Power is increased or decreased.
MAGIC ATTACK	Attack Power is increased or decreased.
MAGIC DEFENSE	Defense Power against enemy spells is increased or decreased.
AUTO-RECOVER	Automatically recover from KO.

If anyone becomes afflicted with these ailments, use items or spells to remove them whenever possible. Some of these ailments can KO a character in very little time if not handled right away.

Fatal Strikes

When you continuously attack a target, you have a chance of performing a Fatal Strike. This attack causes massive damage and can completely take out some foes. To know when to trigger a Fatal Strike, look for a Red, Green, or Blue symbol to appear on the enemy. When it does, use R1 to perform the Fatal Strike. You must be fairly quick, so always be on the lookout for these opportunities.



Each time you perform a Fatal Strike, you not only receive a bonus to your Grade at battle's end, but can also gain extra LP, extra EXP, and even extra items. Which bonus you receive depends on which type of Fatal Strike you perform on what type of enemy. When facing boss enemies, Fatal Strikes aren't usually fatal, but they do a great deal of damage.

Battle Results Screen

After each battle you see the Battle Results screen. It includes how much LP, Gald and EXP you earned, as well as how many hits you managed to get in a row and the time it took you to complete the battle. Directly below this information is your Grade.



The Grade represents how well you did in that battle overall. You want to get the highest Grade possible, not just to pat yourself on the back, although that is enough reason, but because you can purchase advantages at the Grade Shop once you complete the game. For information on the Grade Shop, see the Extras section of this guide.

Your Grade depends on many different factors which add or subtract to it. For example, you gain points for finishing a battle in under 20 seconds, or for finishing the battle with Max HP, but you lose points for taking damage or leaving a character uncured of an ailment. To get the maximum Grade, avoid taking damage as much as you can by using Guard and by healing with Artes rather than items. You need to walk the delicate balance between playing it safe and taking risks to get the maximum Grade. You lose points for using healing items, but you lose more points for a KO'd character. Try to use items sparingly, but don't hinder yourself so much that you have difficulty finishing the fights, because you get no Grade at all for lost battles.




Nam Cobanda Isle
Ghasfarost
Dahngrest
Manor of the Wicked
Keiv Moc
Yumanju
Air Krene
Atherun
Mt. Temza
Yormgen
Nordopolica
Sands of Kogorh
Mantaic
Weasand of Cados
Air Krene


Erealumen Crystallands
Air Krene
Caer Bocram
Blade Drifts of Zopheir
Heliord
Capua Torim
Aspio
Capua Nor
Ehmead Hill
Shaikos Ruins
Halure
Quoi Woods
Deidon Hold
Heracles
Zaphias
Zaude
Air Krene
Aurnion
Relewiese Hollow
Baction
Egothor Forest

THE BEGINNING

The Story So Far...

Tales of Vesperia begins in the lower quarter of the Imperial Capital, Zaphias. One of the blastia that helps protect the neighborhood and keep its pipes from flooding the area has gone missing. While most of the residents in this poverty-stricken area of the city toil to stem the flow of water, others sit and wait for the Imperial Knights to fix the broken fountain. There is also Yuri Lowell, a young man intent on taking things into his own hands. He suspects the mage hired to fix the fountain may have made off with the blastia core and he wants it back. Yuri isn't fond of the so-called nobility in the royal quarter, but if that's where his duty takes him, so be it...

Chronologic Synopsis


1 Broken Aque Blastia


2 Infiltrate the Royal Quarter!


3 Dungeon Escape


4 Meeting With a Mystery Girl


5 Assassin's Strike


6 Secret Passage

The Imperial Capital, Zaphias

LOWER QUARTER

AREA ITEMS

NO.	ITEM	LOCATION
1	Apple Gel	Yuri's Room, Dresser

BROKEN AQUE BLASTIA

Yuri was in his room, enjoying the day, when the tranquility of the afternoon was shattered by the over-excited neighborhood kid, Ted. Ted announces that the aque blastia is broken again—Yuri is needed at the fountain right away! Rather than taking the stairs, Yuri leaps out the window to the sidewalk below.

ABOUT SKITS



Keep an eye out for the BACK Button icon to appear in the lower left-hand corner of the screen. Press this button when prompted to witness a conversation between two of the characters in the current party. These conversations are known as Skits and are not only tracked in the Records screen, but those who watch every Skit in the game earn an Achievement for their effort. Press the BACK Button without delay to ensure that the other area-related Skits have time to appear before you move on to another area. Some skits are available for only a limited time, so watch them as soon as they appear.



Walk towards the bottom of the screen to find a Save Point and save your progress before continuing. Head up the stairs towards the leaking fountain to get a view of the damage and to talk to Hanks, the old man who hired the mage to fix the blastia.

PUBLIC QUARTER

FORTUNE'S MARKET (IMPERIAL CAPITAL)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Life Bottle	Tool	500
Magic Lens	Tool	10
Compact Sword	Main Weapon	300
Leather Helm	Head Armor	150
Hair Band	Head Armor	130
Knit Cap	Head Armor	100
Leather Mail	Body Armor	250
Leather Guard	Body Armor	150
Cape	Accessory	130

Have a look around the walkways of the public quarter and talk to each of the passersby. The residents of the public quarter are, in essence, the "middle class" of Zaphias and tend to be a bit mixed in their reactions to seeing someone of Yuri's status. Don't be surprised if Yuri encounters some rudeness.

The eastern exit from the public quarter leads out of town and into the field, but this is neither the time nor is Yuri currently equipped for such exploration. Instead, visit the Fortune's Market shop on the west side of the area to spend some of that 500 Gald in Yuri's pocket. Purchase the Cape and several Apple Gels. Round the corner towards the stairs leading to the royal quarter and watch as Yuri is stopped by the Wonder Reporter. This mysterious reporter (who lives in the wall) provides Yuri with the **Wonder Log**, a book that contains a chronological record of events and can be viewed through the main menu at any time. Continue up the stairs to the royal quarter.



ROYAL QUARTER

AREA ITEMS

NO.	ITEM	LOCATION
1	Magic Lens	Mordio's Palace, Planter
2	100 Gald	Mordio's Palace, Table
3	Magic Lens	Mordio's Palace, Table

INFILTRATE THE ROYAL QUARTER!

Yuri has little trouble knocking out the Knights standing guard outside the royal quarter with a few rocks—his aim is impeccable! Repede runs ahead to sniff out Mordio's trail. He soon returns from the path leading to the palace to the left. Approach the fancy stone-covered mansion and sneak in through the window on the left-hand side of the building.



Collect the items inside the palace and head up the stairs in search of Mordio. Try the door on the far left—it won't budge but the mage Yuri seeks enters the room from below. He gets away with the blastia core, but Repede recovers his bag. Chasing after him won't net Yuri the aque blastia, but instead, he comes face to face with Adecor and Boccos, a couple of lowly Imperial Knights who Yuri can run circles around.



MAGIC LENS MASTERY

Press the RB to freeze the action and inspect an enemy's name and HP level. If their HP isn't revealed, then you must use a Magic Lens on them to learn their HP and TP levels, and a wealth of additional information. Additionally, Yuri eventually obtains an item called the Monster Book that records the enemy data for every combatant inspected with the Magic Lens. Completing this book is not only a worthwhile endeavor, but it is also worthy of an impressive Achievement. Get in the habit of using the Magic Lens on every enemy encountered starting with Adecor and Boccos, otherwise you can't complete the book and must either start over or forego one of the more lofty Achievements.

ADECOR & BOCCOS



This first of several battles with Adecor and Boccos serves as a tutorial and is designed to introduce the battle system to first-time players. Follow the prompts and watch as the bumbling Adecor and Boccos nearly begin fighting one another. This tutorial provides an overview of basic combat mechanics such as movement, attacking, targeting enemies, artes, and blocking.

The tutorial portion soon ends and you're back in charge of Yuri in this one-versus-two battle. Back away from the two assailants and press the Y Button to bring up the menu screen. Use a pair of Magic Lenses to reveal the stats for each of the two foes, then set in to fight them. Use the X Button to block their attacks, then press the B Button repeatedly to unleash a three-hit combination attack.



Yuri also has the Azure Edge artes, a ranged special attack best used when a few steps away from the target or immediately after striking with two or three sword slashes. Hold the Left Trigger to run away from the assailants, then turn and use the Azure Edge. This is not only helpful when trying to avoid attack, but also when looking to use an Apple Gel to regain lost HP. Use the combination attack and the Azure Edge to finish off Adecor and Boccos.

ADECOR

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
5	2345	100	74	70	32	28
RESISTANCE			WEAKNESS			
N/A			N/A			

BOCCOS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
5	2109	120	64	88	32	28
RESISTANCE			WEAKNESS			
N/A			N/A			

ZAPHIAS DUNGEON

AREA ITEMS

NO.	ITEM	LOCATION
1	Apple Gel	Dungeon, Yuri's Cell
2	Magic Lens	Dungeon, Behind Desk

DUNGEON ESCAPE

Yuri's dungeon neighbor secretly passes him a key that unlocks the cell, thereby giving Yuri a chance to escape. He also tells Yuri to look for the "statue of the goddess." The guard stationed near the cells is sound asleep so don't worry about being caught. Use the Save Point outside the cell and inspect the trunks in the hall outside the dungeon to retrieve Yuri's belongings.



ZAPHIAS CASTLE

AREA ITEMS

NO.	ITEM	LOCATION
1	Holy Bottle	Castle Stairway, Crates
2	Orange Gel	Castle Stairway, Crates
3	Cape	Statue Room, Chest
4	Life Bottle	Statue Room, Chest
5	Egg	Dining Hall, Fireplace
6	Life Bottle	Hallway, Chest
7	Apple Gel	Hallway, Chest
8	200 Gald	Hallway, Chest
9	Orange Gel	Flynn's Room, Closet
10	Pineapple Gel	Flynn's Room, Closet
11	Apple Gel	Flynn's Room, Trunk
12	Holy Bottle	Flynn's Room, Dresser
13	Life Bottle	Hallways, Chest
14	Apple Gel	Goddess Statue, Chest
15	Orange Gel	Goddess Statue, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Knight Fencer	pg. 226	Human	5	560	30
Knight Lancer	pg. 226	Human	5	520	20

The dungeon leads directly to the heart of Zaphias Castle, which is naturally crawling with members of the Imperial Knights. Yuri is forced to fight the Knight Fencers and Knight Lancers patrolling the corridors whenever he comes into contact with the enemy. Although he is trying to keep a low profile, these battles are not only good practice, but the experience earned leads to gaining levels and acquiring items.



From the dungeon exit, battle the Knight Fencers on the lower level and gather the items in this stairwell before heading down the hallway to the north. This leads to the statue room and two chests. Equip the **Cape** from the chest on the right if you hadn't purchased one earlier and return the way you came. Head up the stairs on the left.

MEETING WITH A MYSTERY GIRL

Yuri soon comes to the rescue of a certain young woman whose name is yet unknown. She needs to find Flynn, Yuri's childhood friend, so Yuri volunteers to lead the way.

EXCESS BAGGAGE

The mystery girl is a lady of the castle on the run from the Imperial Knights and, for the time being, she's not part of Yuri's party. She won't help in combat nor will she aid Yuri in any way. Although she's travelling with him through the castle, Yuri is still essentially alone.

Continue down the hallway and up the stairs to the next corridor. Obtain the items from the chests and use the Save Point on the landing before advancing. Engage each of the Knight Fencers and Knight Lancers to better familiarize yourself with the battle system and to gain additional Apple Gels and Orange Gels. Explore the dead-end corridor to the west before advancing to Flynn's room, then consider saving once again and, perhaps, even returning to the dining hall for another batch of curry. When ready to proceed, enter the door on the right to go inside Flynn's room.

CURRY IN A HURRY



Enter the dining hall through the door on the right-hand side of the hallway and continue towards the kitchen. Allow Yuri to help himself to the curry on the stove. Sampling the curry automatically refills Yuri's HP and TP levels. It's a bit out of the way before long, but remember to return here if in need of a pick-me-up.

ZAGI



ZAGI (PHASE 1)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
8	4500	420	92	104	77	88

RESISTANCE	WEAKNESS

Yuri and his companion aren't in Flynn's room for long before an enraged red-haired assassin by the name of Zagi shows up. He's convinced Yuri is actually Flynn and attacks with a pair of swords. Zagi is very fast, has several powerful artes at his disposal, and is relentless in his aggression.



Maintain a defensive stance to block Zagi's attacks, then look to counterattack as he gets tired or immediately following one of his assaults. The Azure Edge arte inflicts additional damage, but only use it when there is an opening in Zagi's defense, otherwise he'll interrupt it and deliver a damaging blow. Use an Apple Gel whenever Yuri drops below 200 HP and keep whittling away at Zagi with sword combination attacks until he drops to roughly 3,000 HP.

ZAGI (PHASE 2)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
8	5000	420	92	104	77	88

RESISTANCE	WEAKNESS



Zagi soon backs away and summons additional power and strength from deep within himself. The battle gets much tougher now, as Zagi quickly unveils several damaging artes that not only inflict massive pain, but can also knock Yuri off his feet and stun him. Fortunately for Yuri, his new female friend joins the fray as a dedicated healer. Her First Aid arte keeps Yuri healthy throughout the remainder of the battle.

Secret Mission 1

Defeat Zagi while protecting Estellise from Zagi's attacks

Do this by constantly running interference and luring Zagi away from Estellise. Earn this Achievement by minimizing the amount of damage she takes.

Use a second Magic Lens to inspect this new-and-improved Zagi, then continue attacking and defending like before. Seek to stay between Zagi and the girl to better protect her from damage so she can focus on healing Yuri throughout the battle. Maintain the pressure on Zagi and use the Azure Edge to keep him at bay.



Zagi eventually retreats from Flynn's room, but this won't be his last appearance. Yuri's bravery not only won him **Leather Boots** and **Sage**, but the girl also finally reveals her name to be Estellise. Save your progress and return to Flynn's room to gather up the items located there. Continue south down the corridor to zigzag to the west. After a stop at Estellise's room, cross the upper level of the courtyard and continue to her room.

Equip Yuri with the Leather Boots earned from the battle and give Estellise the Cape. Fight northward past the Knight Lancers in this area. Turn left to enter the next corridor and advance all the way southward towards the room with the Goddess Statue. The enemies attack in greater numbers in this section of the castle, but Estellise is there to offer up her healing ability, so Yuri has little to worry about. Try to refrain from using any consumables, as they are necessary later.

Continue south to the room with the Goddess Statue in the center. Collect the items from the chests, then approach the statue. Press and hold the A Button and use the Left Stick to push or pull the statue in the direction it's facing. This reveals the secret passage alluded to by the mysterious man in the dungeon!





ZAPHIAS SEWERS

AREA ITEMS

NO.	ITEM	LOCATION
1	Life Bottle	Sewers, Chest
2	Magic Lens	Sewers, Chest
3	Apple Gel	Sewers, Chest
4	Holy Bottle	Sewers, Chest
5	150 Gald	Sewers, Chest
6	200 Gald	Sewers, Chest
7	Orange Gel	Sewers, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Ratwigle	pg. 232	Beast	6	580	20

SECRET PASSAGE



To escape the Imperial Knights and exit the castle, go south through the sewers. Naturally, the Zaphias sewer system is crawling with monsters known as Ratwigles and they attack in large numbers! Deal with these nuisances by leading them across the battle area, then turning around and blasting the lot of them with the Azure Edge attack. This ranged attack blasts right through each of the enemies, provided they're in a straight line.

SIZE CONSIDERATIONS

The Ratwigles come in a number of sizes, but most are pretty small. Take their relative size into account when attacking them with the sword so as to avoid swinging over their heads. Hold the Left Stick down while pressing the B Button to attack at a low trajectory.



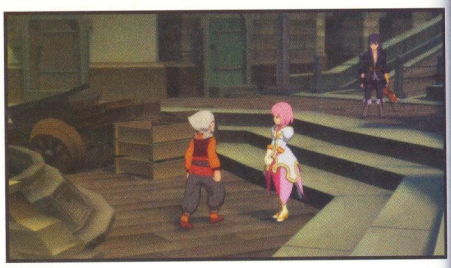
Explore each of the side platforms in the sewers to gather the items from the chests while continuing to fight the throngs of Ratwigles. Push or pull the large crates around the depressions in the floor when necessary to reach hidden chests and continue south. Advance to the ladder in the southwest corner of the sewers and climb up to exit the castle.

SHORTCUT ARTES

Estellise soon learns the Sharpness arte ability which increases a party member's physical attack rating. Assign this arte to one of the shortcuts mapped to the Right Stick to force her to cast it on Yuri during the battles with the Ratwigles. Remember which shortcut you assign it to and move the Right Stick in that direction to have her give Yuri an increase in attack power.

LOWER QUARTER

The two emerge in the bright daylight near Mordio's Palace. Return to the entrance to the royal quarter, use the Save Point to the far eastern side of the plaza, and descend the stairs to the public quarter. Continue down the stairs to the lower quarter and talk to Hanks.



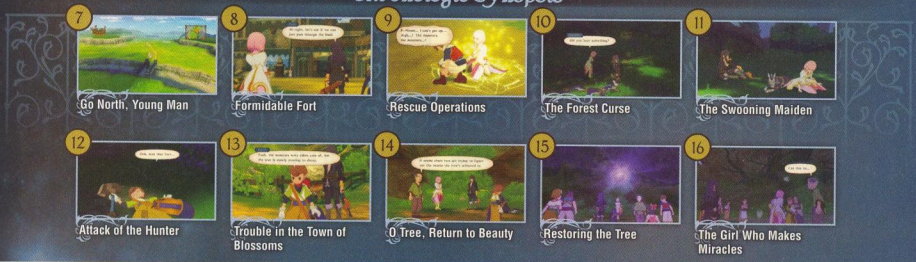
Approach the stairs on the right-hand side of the fountain to begin the journey to the lower quarter exit. Some of LeBlanc's men appear, but the commoners of the lower quarter create a massive diversion that buys Yuri time to escape. Not only that, but they give Yuri plenty of traveling supplies: **World Map**, **Orange Gel x4**, **Melange Gel x4**, **Life Bottle x4**, **Bread x4**, **Egg x2**, and even **500 Gald**! Best of all, Repede rejoins his master and is ready to accompany Yuri and Estellise on the journey into the field towards Deidon Hold and beyond!

MIRACLE AT THE CITY OF BLOSSOMS

The Story So Far...

Yuri, Repede, and Estellise sneak out of the lower quarter and, for the first time, leave the safety of the barrier and break out on foot across the Mayoccia Plains. Their destination, Deidon Hold, lies far to the north and their journey will no doubt bring them sword-to-maw with numerous monsters. With any luck, they'll be able to pass through the fort without much trouble and continue their pursuit of the famed mage Mordio—and Flynn. The generosity of Yuri's fellow lower quarter residents has him feeling extra pressure to return with the aque blastia; it's a feeling he doesn't particularly welcome.

Chronologic Synopsis



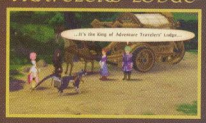
Mayoccia Plains

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Knight Fencer	pg. 226	Human	5	560	30
Knight Lancer	pg. 226	Human	5	520	20
Minicoid	pg. 241	Plant	7	720	25
Filifolia Bud	pg. 240	Plant	7	820	33
Filifolia	pg. 240	Plant	7	900	40
Tuliper	pg. 240	Plant	7	700	15
Bee	pg. 243	Insect	7	780	40
Wolf	pg. 233	Beast	7	880	30

KING OF ADVENTURE TRAVELERS' LODGE

Deidon Hold is to the north, but spend some time in the area surrounding Zaphias and use the encampment to the south to rest. Spending a night at an inn, or in a traveling lodge such as this, refills each party member's HP & TP. This particular lodge costs 50 Gald for the entire party to spend the night—a much cheaper alternative to consuming a bunch of Apple Gels and Orange Gels. Just don't expect the other inns you encounter to be this inexpensive!



GO NORTH, YOUNG MAN

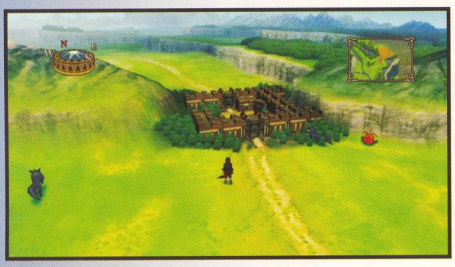
The trio exit the lower quarter and enter what is known as the field. This particular region is called the Mayoccia Plains. The field is the wide open space between cities, towns, dungeons, and other places of interest. The field is crawling with enemies and coming into contact with any of them launches the party into a battle.

Traveling through the field can be a dangerous experience if the party isn't prepared, but the wealth of monsters that seem so intimidating yield plenty of experience. Engage the monsters to gain Gald and to level up the party members, else you'll find yourself at a disadvantage later. Fully exploring the field also fills in the World Map more completely—fill it in 100% to earn an Achievement!



Go north from Zaphias across the bridge and fight past the monsters towards the tree trunk to the northwest. Objects in the field such as this can be searched (often multiple times) to recover items. The conditions under which these Search Points appear and reappear vary, as do the items they yield, but they're always worth investigating when you see them.

Continue battling the monsters en route to the fortress in the distance to the north. If necessary, use the Wandering Traveler encampment along the way to rest and recover. They also charge 50 Gald for those seeking a night's stay. Fight on to Deidon Hold and enter the fortress blocking the road to the north when ready.



BATTLE BOOK

The merchant allows Estelle to keep the Battle Book she finds in his pile of supplies. The book contains a wealth of information about combat and equipment. It possesses information about everything from status abnormalities, moving during combat, weapon skills, and even many other topics that Yuri and company have yet to discover. This book fills in more fully as the journey continues and additional abilities are learned. Of course, the 'Battle Basics' of this guidebook has all the information the Battle Book does, and even more, but it's still a valuable resource when you're looking for a quick answer.

DEIDON HOLD

AREA ITEMS

NO.	ITEM	LOCATION
1	Milk & Egg	Guard Station Roof, Crates
2	Apple Gel	Guard Station Roof, Chest
3	Apple Gel	Tent Lodging, Crates
4	Magic Lens	Tent Lodging, Crates

VENDOR'S STALL "VEGA"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Life Bottle	Tool	500
Magic Lens	Tool	10
Scimitar	Main Weapon	470
Wand	Main Weapon	490
Karakaze	Main Weapon	500
Hard Mail	Body Armor	400
Iron Guard	Body Armor	360
Bread	Ingredient	80
Egg	Ingredient	20

FORMIDABLE FORT

Deidon Hold serves as the frontlines in the protection of Zaphias and as a waypoint for travelers exploring the continent. Deidon Hold's primary feature is the massive gate and walls it has in place to protect from the marauding monsters to the north. The area is primarily relied on by traveling merchants and members of various guilds.

Visit the Vega stall to the right from the entrance. This kindly gentleman helps Estelle explain weapon skills (techniques imbued in various pieces of weaponry) and has a supply of equipment on hand. Purchase all of the available weaponry and armor for each of the party members—this is a costly outlay, but the increase in stats is worth it.





Use the Save Point near the merchant and note the location of the Fortune's Market warehouse in the corner for a later visit. Fortune's Market is a guild specializing in trade and they're in charge of this particular storage room. Enter the guard station and climb the ladder to the roof to find some items, then head to the left along the wall to encounter a mysterious man peering out over the plains to the north.

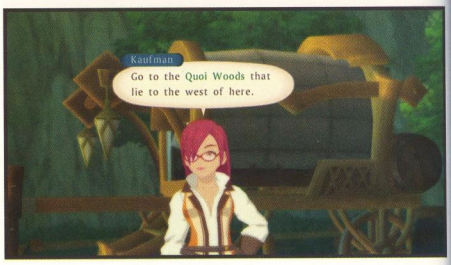
RESCUE OPERATIONS

Talk to the other people wandering about Deidon Hold (stay at the Cabin for 100 Gald to recover) and inspect the crates near the tents. When it's time to move on, approach the open gate. Just as Yuri nears the exit, the guards leap into action—a stampede of monsters are rushing this way and the gate must be sealed shut! Some of the nearby villagers struggle to reach the Hold in time and Yuri and Estelle rush to their rescue.





Travel down the slope towards the tents to encounter Kaufman, the President of the Fortune's Market guild. She offers Yuri a job within the guild and she lets him know of an alternate route to Halure, the city to the north. Yuri must leave Deidon Hold the way he came and venture west to the Quoi Woods. Go up the hill to the west of Deidon Hold and descend towards the thick patch of woods in the distance.



QUOI WOODS

AREA ITEMS

NO.	ITEM	LOCATION
1	Apple Gel	Eastern Path, Chest
2	Iron Circlet	Northern Path, Chest
3	Magic Lens	Forest Clearing, Chest
4	Hard Mail	Main Path, Chest
5	Cape	Main Path, Chest
6	Orange Gel	Southern Path, Chest
7	Life Bottle	Main Path, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Mandragora	pg. 241	Plant	7	840	30
Tuliper	pg. 240	Plant	7	700	15
Filfolia	pg. 240	Plant	7	900	40
Wolf	pg. 233	Beast	7	880	30
Bee	pg. 243	Insect	7	780	40
Axe Beak	pg. 237	Bird	10	1000	125

THE FOREST CURSE

The Quoi Woods are crawling with all sorts of dangerous plant- and insect-like monsters. The woods themselves are said to be cursed, a rumor that keeps most from ever straying into them. There is only one path through the forest, but there are several spurs that lead to dead-ends containing chests. Explore each route to collect the bounty of items before advancing to the clearing where the Save Point is located.



THE SWOONING MAIDEN

The clearing up ahead contains an old relic of a blastia, as well as a cold sensation rising up from the ground. It's the aer. It's thick in this area and when Estelle gets too close to the blastia, she's knocked unconscious. Lucky for her, she recovers quickly.

TIME TO GET COOKING!

Cooking plays a big role in *Tales of Vesperia*, although your options are pretty limited at first. Assign different recipes and party members to the shortcut options under the Cooking screen within the Main Menu. This allows you to have different party members practice cooking recipes after each battle. Cooking can only be done provided you have enough ingredients and the party is actually hungry. Also, not every recipe is a success! Continue practicing with each of the party members to increase their cooking level and to also discover hidden recipes. Other recipes can be learned by talking to the people you meet.

New Recipe: Sandwich.

Egg salad sandwiched between two slices of bread. Restores a small amount of HP.

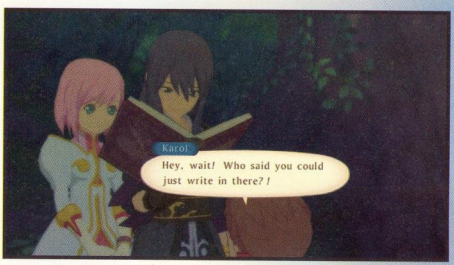
INGREDIENTS:
Bread x1, Egg x1

HOW TO FIND:
Yuri cooks this for Estelle while she's recovering in the clearing.

ATTACK OF THE HUNTER

Continue through the clearing and beyond the Save Point, ignoring the fallen blastia tower for now. Explore the side-paths up ahead for additional monsters' loot and chests. The party soon encounters a young member of the Hunting Blades guild. The boy is Karol Capel and although he's absolutely terrified of monsters and carrying a sword that weighs more than he does, he's trying to hunt a mighty creature known as an Eggbear.

Karol isn't much of a hunter—yet—but he does possess a valuable item called the **Monster Book** which Yuri promptly claims. The Monster Book records all the information from the various enemies on which the party uses the Magic Lens. Although enemies fought are automatically recorded in the book, the data, habitat, and all sorts of other info won't be recorded unless the Magic Lens is used on it.



FILLING THE MONSTER BOOK

As you might have guessed, players who complete the Monster Book in its entirety can earn a special Achievement and pad their Gamerscore. This is a pretty difficult Achievement to complete! Flip ahead to the 'Monster Book' chapter of this book and compare the listings to your own. Use the habitat (and weather conditions) information for help in finding the enemies you've yet to find. Just remember; always carry a full complement of Magic Lenses!

Peyoccia Plains

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Minicoid	pg. 241	Plant	7	720	25
Filifolia Bud	pg. 240	Plant	7	820	33
Tuliper	pg. 240	Plant	7	700	15
Bee	pg. 243	Insect	7	780	40
Wolf	pg. 233	Beast	7	880	30
Axe Beak	pg. 237	Bird	10	1000	125
Rhinossus	pg. 233	Beast	10	1100	55
Treant	pg. 240	Plant	10	1300	125
Chirpee	pg. 236	Bird	11	1320	50

Exit the Quoi Woods and head across the clearing towards the large tree town, Halure, in the center. Spend some time fighting the monsters that inhabit this portion of the Peyoccia Plains before heading into the town. It's even a good idea to explore southward towards Deidon Hold to fill in the map for this area and to gain further experience and additional Gald.

The City of Blossoms, Halure

Area Items

NO.	ITEM	LOCATION
1	Magic Lens	Elder's Residence, Tree
2	Apple Gel	Inn Danebola, Dresser
3	Nectar Bottle	Halure Tree, Under Root
4	Holy Bottle	Halure Tree, Under Root

General Store "Regulus"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Life Bottle	Tool	500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Magic Lens	Tool	10
Hand Axe	Main Weapon	580
Wand	Main Weapon	490
Wood Maul	Main Weapon	640
Shapka	Headwear	180
Ribbon	Headwear	260
Ring Mail	Body Armor	600
Chain Guard	Body Armor	550
Leather Jacket	Body Armor	440
Bread	Ingredient	80
Egg	Ingredient	20

Trouble in the City of Blossoms

Halure is a unique village in that the barrier that protects it isn't powered by blastia, but rather by a mystical tree, a tree that is now dying before the townspeople's very eyes. Many of the residents are injured from repelling a recent monster attack and everyone is concerned the tree may not blossom again. The tree is weakest right before blossoming, but it's never been this weak before.

O Tree, Return to Beauty

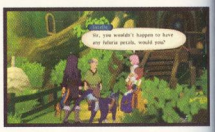


Head through town while talking to each of the residents to learn as much as you can about the decaying tree. Estelle runs ahead to tend to the injured and encounters the village mayor. The mayor speaks of a knight who helped repel the monsters—he was just passing through and his name was Flynn.

Yuri and Estelle encounter Karol sitting on the suspension bridge, dejected and alone. Let him be and climb the hill to where the tree stands. The mayor joins the group to discuss the situation and, surprisingly, Karol offers not only a cause but a probable remedy too! Run back down the hill to the shop in town to learn about synthesizing a Panacea Bottle.



Restoring the Tree



The shopkeeper explains that the Panacea Bottle is made from three ingredients: a Luluria Petal, a Nia Fruit, and an Eggbear Claw. The latter two items require a trip to the Quoi Woods, but the mayor in Halure has a Luluria Petal. Reunite with Karol to discuss the plan, then meet the mayor outside his residence to get the **Luluria Petal** from him.

Spend some of the hard-earned Gald you've acquired at the shop to load up on items and to upgrade each party member's equipment as appropriate. Spend a night at the inn to recover and save your progress. Exit Halure and return to the northern end of Quoi Woods.

Selective Selling

As you'll see later in the game, it's a good idea to keep weapons and armor, even if you're not using them anymore. Therefore, consider selling off the synthesis items (i.e. the various leaves, roots, and animal skins obtained through battle) that you have in the greatest quantity. Each of them nets the party 100 Gald. Just don't sell off your entire supply—always have at least a half-dozen of each!

QUOI WOODS

Retrace your steps through the Quoi Woods to the clearing near the save point where Estelle fainted earlier. Yuri locates a **Nia Fruit** and Karol uses its scent to lure out an Eggbear. Continue traversing the Quoi Woods in the southerly direction, back towards the Mayoccia Plains, to encounter the rare creature known as an Eggbear.



EGGBEAR





Keep this up until the lesser monsters have been defeated and the group has cornered the Eggbear against the battle boundary. Once you accomplish this, switch the strategy to Full Charge!

Use Estelle to cast Sharpness on Yuri and Repede so their attacks inflict more damage. Work combination sword slashes with artes attacks to increase the hit count and to whittle down the Eggbear's HP to nothing. Interrupt the battle with the Y Button to administer an Apple Gel to any party member who needs it, otherwise keep on hacking away until the beast falls. Once it does, Yuri and Karol extract the **Eggbear Claw**.

EGGBEAR

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
12	12800	55	205	174	45	32

RESISTANCE	WEAKNESS
N/A	N/A

The Eggbear is a large, lumbering creature with powerful claws and tremendous upper body strength. Fortunately for the party, it is easily cornered and beaten into submission. Assign the "Moderate" battle tactics plan so that Repede and Karol focus on attacking while Estelle prioritizes healing.



HALURE

THE GIRL WHO MAKES MIRACLES

Return to the General Store and select the synthesis option from the list. The Panacea Bottle requires 1 Eggbear Claw, 1 Nia Fruit, and 1 Luluria Petal and has a synthesis cost of 10 Gald. Take the **Panacea Bottle** up the hill to the tree and behold the tree's rebirth!



Collect the items from the chests that are under the arched tree root and head back into town. Talk to the party members about proceeding to Aspio, the city where Mordio is believed to have headed, then stop at the mayor's residence so he can thank the group. Save your progress and venture back into the field.

TODAY'S SUGGESTED SYNTHESIS

Always be on the lookout for a man with a yellow hardhat in each of the town's you enter. His name is Kozakura and he's usually milling about near the local shop. He recommends several items for synthesis that you should have the means to make. Always consider his suggestions closely, even if the results may not be better than your current equipment. Many of the pieces of equipment, particularly the weapons, can be upgraded several times with improvements that compound with each successive synthesis. Keep upgrading those weapons if you want to have the most powerful weaponry later in the adventure!









FRIENDS UNITE

The Story So Far...

The party traveled north to the city of Halure in search of Flynn and the blastia thief. Although their journey took a detour through the Quoi Woods, they were able to lend their help in restoring the cherished tree of Halure. They even added a young guild aficionado by the name of Karol to their party in the process. Halure's mayor pointed Yuri and the others in the direction of Aspio, a secretive research commune lying to the east. Not only was Flynn last seen traveling east, but Aspio attracts mages like honey does flies. There's a good chance that both Flynn and the thieving Mordio are there!

Chronologic Synopsis


17 Onward to Aspio


18 The City Hidden in the Mountains


19 The Genius Mage of Aspio


20 The Floating Ruins


21 Sentinel of the Depths


22 Who's Afraid of a Band of Thieves?


23 Genius Mages Need Friends Too


24 A Mage's Curiosity


25 Wanted Man


26 A Hill With a View


27 Over the Hill We Go


28 Storms in the Harbor


29 The Tyrant Magistrate


30 In Search of Rhybgaro


31 Monsters in the Basement


32 Rumble at Ragou's Mansion


33 From a Sinking Ship

Peyoccia Plains

ONWARD TO ASPIO

Lead the party out of Halure and follow the dirt road eastward to the window-like openings in the mountains in the distance. There are an abundance of enemies roaming the plains at night, but none that the party hasn't encountered before. Spend as much or as little time fighting them as you wish, then enter the City of Scholars when ready to proceed.

THE CITY OF SCHOLARS, ASPIO

AREA ITEMS

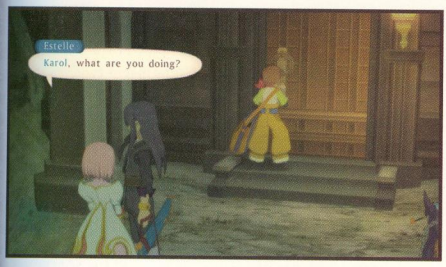
NO.	ITEM	LOCATION
1	Apple Gel x3	Book Shelf Lounge, Book

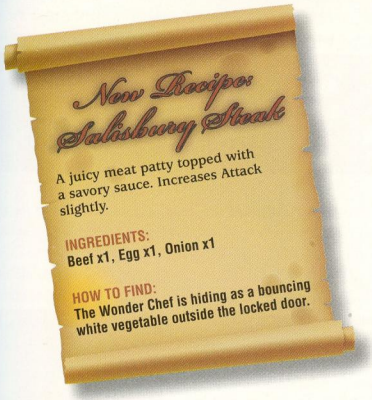
FORTUNE'S MARKET "ASPIO"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Hand Axe	Main Weapon	580
Wood Maul	Main Weapon	640
Sash	Main Weapon	640
Iron Circlet	Head Armor	220
Iron Mail	Body Armor	850
Half Guard	Body Armor	800
Cloak	Body Armor	720
Iron Protector	Body Armor	690
Leather Cape	Accessory	280
Leather Boots	Accessory	200
Beef	Ingredient	100
Onion	Ingredient	30
Rice	Ingredient	80
Bread	Ingredient	80
Egg	Ingredient	20

THE CITY HIDDEN IN THE MOUNTAINS

The party's path into the city of Aspio is blocked by two overzealous guards who refuse to let anyone without a passport inside. No amount of begging will change their minds so the group must find another entrance. Head down the path to the left towards the locked door and watch as young Karol picks the lock!





Head through the door to enter Aspio and head up the stairs towards the Save Point. Talk with Kozakura to learn of today's suggested synthesis, then speak with the woman with the red hat to access the Fortune's Market. Purchase the Wood Maul for Karol and the Iron Protector for Repede and stock up on gels and Magic Lenses as necessary. Check out the synthesis options as well—synthesize a Wood Maul +1 and a Karakaze +1, as well as a pair of Rapiers for Yuri and Estelle.

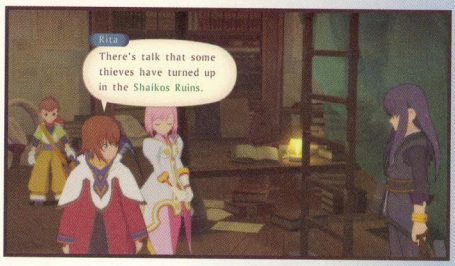


Exit the library area of Aspio through the door up the stairs and cross over to the town's center. Speak with the cloaked researchers wandering around then continue east along the wooden walkway to the shack up ahead—the home of Mordio!



THE GENIUS MAGE OF ASPIO

Karol picks the lock to Mordio's Shack so the group can enter. Have a look around the lower level until Rita Mordio makes her grand appearance. Rita bears a striking resemblance—at least in terms of height and attire—to the person Yuri saw in Zaphias, but he's willing to give her the chance to prove her innocence. Rita has a sneaking suspicion the thieves who have been prowling the nearby Shakos Ruins may be the ones behind the stolen blastia cores in the capital.



Don't follow her out the door towards the ruins just yet! First climb the ladder to find the **Collector's Book**. Like the Monster Book, this massive tome self-updates itself with all sorts of pertinent information. Climb back down the ladder and exit Aspio via the stairs leading down to the guards. Follow the mountains southward towards the Shakos Ruins and head inside.

A FEMININE SECRET?

Inspect Rita's clothes dresser upstairs before leaving. There's no telling what's inside—nor why Rita must hide it from Yuri—but Estelle knows and she promises to keep it a secret. One can only wonder...

SHAIKOS RUINS – ABOVE GROUND

AREA ITEMS

NO.	ITEM	LOCATION
1	Magic Lens	East Side, Chest
2	Orange Gel	East Side, Chest
3	800 Gald	East Side, Chest
4	Life Bottle	West Side, Chest
5	Half Guard	North End, Chest

Take a few minutes to explore the ruins upon arrival. Locate each of the five chests—two are a bit hidden from view behind pillars and walls. The accessible area is much smaller than it at first appears so don't worry about getting lost or about not being able to venture too far, as the area is well confined.

Follow the main path northward towards the stairs and turn left towards the large statue. Rita reveals the entrance to the underground ruins. They're supposed to be kept secret, but she must prove her innocence somehow so she doesn't mind showing them to Yuri and the others.



SHAIKOS RUINS – BELOW GROUND

AREA ITEMS

NO.	ITEM	LOCATION
1	Amber Cloak	First Area, Chest
2	Leather Boots	First Area, Chest
3	Apple Gel	First Area, Chest
4	Ohka	Second Area, Chest
5	Chain	Second Area, Chest
6	Long Sword	Second Area, Chest
7	Great Axe	Third Area, Chest
8	Stiletto	Third Area, Chest
9	Orange Gel	Third Area, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Polwigle	pg. 242	Aquatic	8	1100	72
Ribbit	pg. 242	Aquatic	11	1550	73
Merfish	pg. 242	Aquatic	12	1500	93
Golem	pg. 245	Inorganic	11	2200	37
Bat	pg. 236	Bird	10	1200	70

THE FLOATING RUINS



The underground section of Shaikos Ruins have certain special characteristics, not the least of which is the tougher breed of monsters that inhabit this area. Try to avoid Encounter Link situations as you proceed around the ruins in a counter-clockwise circle to the blastia column in the southern end. Rita gives Yuri a **Sorcerer's Ring** that he can use to charge the blastia with aer. Press the X Button to shoot a blast of aer from the Sorcerer's Ring to the blastia. Once activated, the blastia causes a stone bridge to rise in the north.

Gang up on the Golems blocking the path back to the newly-risen bridge and cross northward towards the chest. Follow the main path past the Merfish and Bats towards the set of stairs and locate the next blastia column in the far left-hand corner. Shoot it with the Sorcerer's Ring to create a bridge to the chest and blastia on the left. Continue on through this section of the ruins by using the ring to charge the blastia to create additional bridges.





Continue to the third area of the ruins and loop around past the Save Point to the right towards the blastia hidden inside the support column under the stairs. Continue circling around to the left, past the stairs to the north and activate the blastia to the south. Defeat the army of Golems—give them a wide berth once they start spinning—that appear on the left in order to reach the chest near the stairs. Activate the two blastia in the northern corners of the area to raise the final staircase leading to the massive Goliath in the central area.



SPECIAL SAVE POINTS

Always run through a blue Save Point, even if you don't intend to save your progress. Blue Save Points automatically fill the party's HP and TP levels as soon as the party leader comes in contact with it.

A RETURN VISIT LATER?

The large staircase in the center of this area is currently blocked by a massive gate that cannot yet be opened. This area might be worthy of further exploration at a later date, particularly if an earthquake ever hits, so keep it in mind.

GOLIATH







GOLIATH

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
18	19200	320	272	231	90	76

RESISTANCE	WEAKNESS
N/A	N/A

The Goliath is a massive beast with immense physical attacking power. Although it does possess a few ranged attacks, most of its damage is done at close range. For this reason, it's a good idea to sit Repede on the side-lines in favor of Rita, since she can attack from afar with her artes. Estelle does a fine job of keeping the party safe and Karol's blend of physical and magical artes attacks should keep the Goliath occupied.

Take advantage of the Goliath's sluggish speed to move behind it before attacking. Try to keep behind the beast and attack with combinations of sword slashes and Yuri's various artes abilities. It's normally a good idea to have the party leader at a level equal to or greater than that of the boss enemy you're about to face, but in this case it's not necessary. Although the Goliath is level 18 and has 19,200 HP, the party should have little trouble provided they're each at least level 13 and Estelle has plenty of TP to keep everyone healthy.

Secret Mission 2

Downed Goliath by attacking its Achilles' heel while it charges X Buster.

Take control of Yuri and aim to stay behind the Goliath. Focus attacks on the bull's-eye markings on the back of the beast's right leg. Watch for the Goliath to cross its arms and begin charging a powerful attack. As soon as it does, slash away at the bull's-eye on its lower leg to down it.

WHO'S AFRAID OF A BAND OF THIEVES?

With the Goliath's blastia removed, it's time to chase after the mysterious thief who had activated it in the first place. Return to the Save Point and slash back through the ruins towards the entrance in order to corner the thief. The cowardly blastia thief won't put up a fight and instead reveals the name and location of his boss! Return to Apsio so Rita can tell the city guards to go and arrest the thief.

THE CITY OF SCHOLARS, ASPIO

GENIUS MAGES NEED FRIENDS TOO



Return to Aspio and receive the **Passport** from Rita so the party can enter the sealed city without having her as their escort. Head to Rita's Hut and wait for her return. Rita had the city guards take care of the thief from the Shaikos Ruins, but now it's time for Yuri and the others to get going. Yuri wants to head to Torim Harbor, but Rita convinces the party to first stop at Halure on the way west.

THE CITY OF BLOSSOMS, HALURE

AREA ITEMS

NO.	ITEM	LOCATION
1	Life Bottle	Halure Tree, Ground

A MAGE'S CURIOSITY

Follow the dirt road back across the plains to the city of Halure so Rita could see the blossoming tree firsthand. Once there, Rita runs off to investigate Estelle's handiwork while the others are left to talk with the town elder. Flynn returned to Halure while they were gone and left a letter for Yuri—he wants him to catch up with him in Nor Harbor.

Head up the hill towards the blossoming tree so Yuri can talk with Rita. Grab the **Life Bottle** on the ground at the base of the tree and return to the others near the elder's house.



WANTED MAN

Estelle isn't the only one waiting for Yuri near the town entrance—Boccos and Adecor have caught up with the fugitive and are prepared to bring him back to the dungeon! The two bumbling knights don't take no for an answer and force Yuri into battle once again. This time, however, Yuri has backup!

ADECOR & BOCCOS



Yuri might be troubled by the need to fight these two dimwits again, but this battle includes another tutorial; this one explains Over Limit. Fill the Battle Spirit gauge on the left-hand side of the screen by attacking and being attacked, then press the Directional Pad in any direction to activate Over Limit. Over Limit allows the player-character to attack with an endless barrage of slashes and artes attacks, without hesitation. With Over Limit activated, it's possible to link together a near endless combination!

Continue slashing at Adecor until the Over Limit empties, then back away and use a Magic Lens on each of them for additional Monster Book entries. Give the Full Charge command to the rest of the party and focus on finishing off Adecor. Continue the assault on Adecor while watching for Over Limit to activate again, then trigger it as soon as it does. Use this ability to accrue a large, fatal combo on Boccos.



ADECOR

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
10	6789	180	165	115	44	33

RESISTANCE	WEAKNESS
N/A	N/A

BOCCOS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
10	6543	220	138	134	42	36

RESISTANCE	WEAKNESS
N/A	N/A

Exit Halure and travel northwest across the plains to the entrance to Ehmead Hill. Remember that there is an Achievement for filling in the map so wander around the periphery of the plains before entering Ehmead Hill.

EHMEAD HILL

AREA ITEMS

NO.	ITEM	LOCATION
1	Melange Gel	Beast Path, Chest
2	Poison Bottle x3	Beast Path, Chest
3	Francisca	Beast Path, Chest
4	Scarf	Beast Path, Chest
5	Life Bottle x2	Beast Path, Chest
6	Tama-Hagane	Beast Path, Chest
7	Orange Gel	Beast Path, Chest
8	Armet Helm	Clearing, Chest
9	Holy Bottle	Clearing, Chest
10	2000 Gald	Clearing, Chest

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Chirpee	pg. 236	Bird	11	1320	50
Seasidey	pg. 238	Magic	15	2300	51
Basilisk	pg. 246	Scale	14	2500	78
Giant Beetle	pg. 243	Insect	13	1920	55
Gattuso Cub	pg. 235	Beast	16	3200	72





A HILL WITH A VIEW

The main road through Ehmead Hill is blocked by the remains of a recently destroyed blastia and the commotion it caused has forced Yuri and the others to navigate a series of animal trails through the forest. There are many forks and dead-ends in this area, even more than in the Quoi Woods, so pay close attention to the party's wandering if you want to make it to the other side without much trouble.

To make it through the woods, turn east at the first fork and proceed to the small clearing where the Billybally plants are. These plants emit a toxic blast of pollen when struck, as Rita is all too willing to demonstrate on Karol. Continue north from here and turn west at the next fork. This path splits to two dead-ends, both of which have chests in them. Return to the previous split and follow the path northeast towards the Save Point.

GOOD HABITS START EARLY

Whenever you're in a dungeon setting such as Shaikos Ruins or Ehmead Hill and you come across a Save Point, you should always assume that means a boss battle isn't too far off. Use this point to save your progress and to use any gels or artes necessary to top off the party's HP and TP levels. Furthermore, consider cooking up a recipe that will increase the party's attack or defensive ratings. For example, this is a great time to cook the Salisbury Steak recipe so that the party can benefit from increased attack power. Lastly, take a look at each party member's amount of experience needed to reach the next level. If any of them are close—within 200-300 of their next level—spend a few minutes engaging the nearby monsters in battle to level them up a bit more. This might not always be necessary, but you never know when a little bump in the stats columns might prove to make a difference.

GATTUSO





Gattuso

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
20	26543	380	288	245	141	122

RESISTANCE	WEAKNESS

The Gattuso is a monstrous beast with incredible strength, a devastating tail attack, and a poison-tipped set of front claws that can inflict massive damage and leave their target poisoned. It's imperative that the party members have a number of Poison Bottles on hand and that at least one or two of them are wearing a Poison Ward.



Two Gattuso Cubs attack alongside the Gattuso so focus on defeating them first. Take control of Estelle's artes abilities and issue the Barrier ability to Yuri and Karol who are forced to do much of the close-range fighting while Rita keeps her distance. Take advantage of Rita's fire-based artes and force her to cast those attacks against the Gattuso.

Secret Mission 3

Learning from Karol's experience, you used the Billybally plants to stun Gattuso.

Hold down the RB and use the Left Stick to target a Billybally plant nearby the Gattuso. Attack it from afar with a ranged attack either by Rita or with Yuri's Azure Edge arte. Either way, you need to hit the Billybally so it stuns the Gattuso, but you must take care not to stun any of the party members in the process.



Arguably the most important tactic to take when battling the Gattuso is to use the Over Limit ability as frequently as possible. Trigger Over Limit then rush behind the Gattuso and begin striking with Yuri's main weapon over and over. Mix in plenty of Wolf Strikes and other artes attacks to keep up the assault. The best case scenario has the Gattuso sandwiched between Yuri and a Billybally plant. If this situation arises, use the Azure Edge to blast the enemy and the plant, which causes the Gattuso to be stunned and susceptible to additional attacks.

OVER THE HILL WE GO

Return to the Save Point after defeating the Gattuso and continue onwards toward the cliffs above the ocean. Admire the view then continue down the hill to the southwest and back into the woods. Explore the clearing off to the east before rejoining the road—beware that several Gattuso Cubs guard the chests here—and continue west with the **Tent** to exit the Ehmead Hill area.



Muluroccia Peninsula

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Thief	pg. 227	Human	15	2000	68
Sorceress	pg. 229	Human	15	1800	147
Floating Filo	pg. 238	Magic	15	1680	88
Green Roper	pg. 239	Magic	15	2200	101



The Muluroccia Peninsula is home to a number of magical creatures and humans of ill-will. Pay special attention to the Sorceresses who prowl this area and focus the party on defeating them first in battle, as they are by far the most deadly enemy in the region. Explore the entirety of the peninsula to fill in the map and travel to the harbor town of Capua Nor near the coast.

THE PORT TOWN, CAPUA NOR

Fortune's Market "Nor"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Francisca	Main Weapon	1120
Morning Star	Main Weapon	1200
Heavy Maul	Main Weapon	1380
Kogarashi	Main Weapon	350
Stiletto	Main Weapon	820
Chain	Main Weapon	690
Armet Helm	Head Armor	530
Bronze Circlet	Head Armor	480
Chain Mail	Body Armor	1170
Breast Guard	Body Armor	980
Silk Cloak	Body Armor	900
Thief's Jacket	Body Armor	920
Talisman	Accessory	1000
Beef	Ingredient	100
Mackerel	Ingredient	40
Salmon	Ingredient	40
Onion	Ingredient	30
Peach	Ingredient	40
Apple	Ingredient	40
Rice	Ingredient	80
Bread	Ingredient	80
Milk	Ingredient	20
Dried Seaweed	Ingredient	30

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Lett	pg. 228	Human	15	2000	73

STORMS IN THE HARBOR



The port town of Capua Nor is a downtrodden and dreary place on account of the constant rain and unrelenting corruption. The party isn't in town for long before Estelle gets to see just how corrupt some corners of the Empire have become. Someone catches Yuri's eye and draws him away from the group. Yuri's HP and TP levels should be topped off before entering the alley on the right. Stop at the Fortune's Market stand to buy some extra gels if necessary.



Three red-eyes by the name of Lett attack Yuri in the alley, so be prepared to fight. The threesome attack in unison which makes it even more important than normal to hold a defensive stance. Counterattack with a few slashes of the sword, then use the Wolf Strike arte to hit them hard. Focus on finishing off whichever Lett has the least amount of HP left, then move on to the next.

Flynn makes his grand appearance just as Yuri polishes off the third Lett. He and Yuri don't exactly see eye-to-eye on many things anymore, but Estelle soon discovers the two and sweeps Flynn away for a private conversation at the inn.

Let the two chat inside the inn and have a look around the town. Talk to Kozakura about today's synthesis options and locate the liner service ticket window beyond the inn.

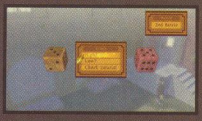




However, there is one other way—perhaps they'll be allowed in if they can bring a gift for the Magistrate?

Talk to the other people in Capua Nor to learn about the Rhybgaro and prepare the party for battle. Save your progress at the inn then head back into the field.

NEW DICE MASTER



Talk with the man in the window of the Dice Master's House at the end of the main road to learn about his two dice games, High-Low and Even-Odd. The rules for each are simple: make three correct guesses in a row in order to win. High-Low uses 3 dice and Even-Odd utilizes 2 dice. Winning at either game nets the party a Gel Set (Apple Gel x1, Orange Gel x1, and a Lottery Gel x1) and also earns Rita the title of New Dice Master.



Return to the Pollux inn to reunite with Karol, Rita, and Repede and go inside. Save your progress then enter the back left-hand room to meet up with Estelle and Flynn. The reunion is soon interrupted by several of Flynn's command, a knight named Sodia and mage named Witcher. Flynn and the others have a wealth of info concerning the Magistrate's evildoings, but are limited in their action by the rules of the Empire. Fortunately for them, Yuri has an idea…

THE TYRANT MAGISTRATE

Visit the Fortune's Market with the party in tow and equip everyone with newly-synthesized weapons upgrades before heading towards the Magistrate's Palace. The guards out front of the palace won't so much as let Yuri and the others near the door, before turning them away.

IN SEARCH OF RHYBGARO



Exit the town and follow the road eastward back towards Ehmead Hill, then turn sharply to the right and climb up onto the rocky and forested headland to locate the Rhybgaro. The massive horned beast towers above the trees and can be seen from afar. Ready the party and rush towards it for battle.

RHYBGARO



The Rhybgaro has seen its share of battles and is getting quite tired of human encounters. Although it has a very high attack rating, it struggles to mount much of an offense when faced with four combatants as tough as these. Attack at once at close range with Yuri and Karol while Rita relies on her Champagne attack from afar. Use Over Limit to keep the combination attack going. The party can deplete the Rhybgaro of its 10,001 HP in mere seconds with a concerted effort.



RHYBGARO

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
22	10001	99	233	187	106	86

RESISTANCE	WEAKNESS
✱	✱

THE PORT TOWN, CAPUA NOR

AREA ITEMS

NO.	ITEM	LOCATION
1	Paralysis Ward	Magistrate's Palace, Bushes
2	Panacea Bottle	Magistrate's Palace, Bushes

Take the **Golden Horn** back to Capua Nor and save your progress at the inn. Return to the room in the rear of the inn to speak with Flynn. With the plan hatched—and Flynn on board—Yuri must head back to the Magistrate's Palace in anticipation of creating an emergency for Flynn and his men to respond to. Yuri reunites with the old man from the castle's dungeon and, once again, the man known as Raven makes an appearance. Collect the items from the bushes on the side of the palace and ride the elevator down into the basement of the palace.

MAGISTRATE'S PALACE

AREA ITEMS

NO.	ITEM	LOCATION
1	Leather Whip	Eastern Path, Chest
2	Knight Sword	Northern Path, Chest
3	Gladius	Forest Clearing, Chest
4	Kotaro	Main Path, Chest
5	Mat	Main Path, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Black Basilisk	pg. 246	Scale	17	2600	90
Black Wolf	pg. 233	Beast	18	2100	84
Black Rhino	pg. 233	Beast	19	3000	53
Black Bat	pg. 236	Bird	17	1700	50

MONSTERS IN THE BASEMENT



The party exits the elevator in the dungeon-like basement of the palace, a basement crawling with dangerous monsters. Take on the monsters one at a time and use the Sorcerer's Ring to stun them when possible to gain an Advantage Encounter when fighting them. The party soon hears a boy's cries for help. Ignore the calls for now, first head down the corridor to the east to collect the items from the chests there. Equip Rita with the **Leather Whip** from the chest and return to the first room and head north.



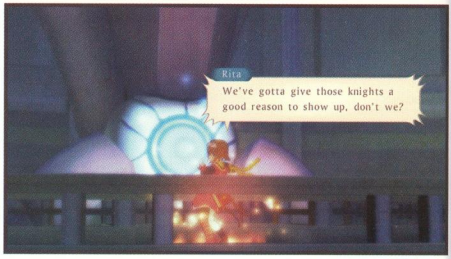
Defeat the monsters in the room with the young boy and, again, venture down the corridor to the east. Destroy the monsters in this room to obtain the **Small Key** and return the way you came. Use the Small Key to unlock the gated door to the north and battle the monsters there for the **Small Wolf Key**. Head back once again to the room with the boy and use the second key to unlock the door to the west.

CHECK YOUR SKILLS

Periodically update the active Skills for each party member as you equip new weapons and armor. Many of the Skills that are learned are paired with pieces of equipment. These Skills can be used after the weapon or armor is unequipped (provided you have enough SP) but often they must be re-activated.

RUMBLE AT RAGOU'S MANSION

Yuri slashes through the gate in the next room and guides the others to Magistrate Ragou's massive blastia compilation. Rita sets to work at once trying to decompile the formula while the others set to the task of giving Flynn the signal he needs. The party is met by an unexpected visitor and the Magistrate flees out the back door, alongside members of the Blood Alliance. They're hoping to sail away on the Magistrate's ship, but Yuri is in hot pursuit!



PARALYSIS WARD

Equip the Paralysis Ward found near the bushes earlier if you haven't already. This item goes a long way towards helping keep Yuri safe and mobile during an upcoming battle.

MAGISTRATE RAGOU'S SHIP

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Bandido	pg. 227	Human	18	3100	67

ZAGI



He's also capable of inflicting Paralysis, a serious status ailment that must be dealt with immediately.



Have Estelle cast Barrier on each of the other party members and aim to lure Zagi into a corner so that Yuri, Repede, and Karol can gang up on him. Use an Over Limit to keep the combination going, preferably while Yuri is behind Zagi so he can inflict even more damage! Watch everyone's HP levels closely and don't hesitate to order Karol to use his First Aid Smash arte.

ZAGI

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
22	31000	600	312	255	129	95

RESISTANCE	WEAKNESS

Zagi is back again and this time he's much, much tougher! Zagi attacks with a number of slashing, spinning, and aerial attacks and many of them can knock Yuri and the others off their feet.



Secret Mission 4

Lured Zagi to the side of the ship and knocked him overboard to cool him off!

Fill the Battle Spirit gauge and lure Zagi to the edge of the ship. Wait for him to attack with his Cyclone Shot, Savage Flight, or Light Spear attack and quickly move underneath him. Trigger the Over Limit while Zagi is in the air above Yuri so that the burst from activating Over Limit sends him flying over the railing into the water!

Defeating Zagi doesn't put an end to the group's problems—the ship is on fire and sinking quickly! Yuri takes control of the situation and, thanks to the quick arrival of a ship belonging to the Imperial Knights, the group is saved and delivered to the shores of Capua Torim on the neighboring continent.



AQUE BLASTIA RECOVERED

The Story So Far...

The party's journey to the coastal town of Capua Nor lead them to discover just how corrupt certain members of the Council had become when free to govern unchecked, and just how deep the plot involving the stolen aque blastia may be. Yuri and Flynn managed to put their differences aside long enough to work together in hopes of arresting the Magistrate Ragou. The plan worked, to an extent, although it led the party to having to abandon a burning ship at sea. Yuri and the others were plucked out of the ocean and taken to Capua Torim by Flynn, but not before Yuri managed to save Prince Ioder, a candidate in line for the throne of the Empire. Poor Prince Ioder had been held captive aboard the Magistrate's private ship, but thanks to Yuri he's now safe.

Chronologic Synopsis

34 Unpunished Crimes

35 Warning From the Hunting Blades

36 A Cave Beneath the Ruins

37 Lower Quarter Lad Arrested!

38 A Full Pardon

39 Blastia Problems

40 Genius Mage to the Rescue

41 Return of the Dragon Rider

42 A Task Assigned

43 Stronghold of the Guilds

44 For Our Beloved Town!

45 The Emerald Forest

46 The Silent Aer

47 Letter from an Imperial Candidate

48 The Ties that Bind

49 Hounding the Mastermind

50 Tower in a Tempest

51 Storm's End

52 The Guilty Be Punished

53 Death to the Guilty

54 Trouble Breeds Still More Trouble

Plains of Tolbyccia

THE PORT TOWN, CAPUA TORIM

AREA ITEMS

NO.	ITEM	LOCATION
1	Poison Bottle	Beside House, Crates
2	Mat	Pollux T Inn, Dresser
3	Magic Lens x3	Pollux T Inn, Dresser
4	Lottery Gel	Beside House, Crates
5	Holy Bottle	Lighthouse Keeper's House, Balcony

Yuri stays on the dock of Capua Torim while the others go ahead to the inn to interrogate the Magistrate. Gather the items around the harbor and pay a visit to the Fortune's Market shop in town to stock up on supplies. Capua Torim is a hillside community and has three levels. The inn is at the upper left-hand corner of the town, head there when ready. Flynn and the others are in the room on the right.

New Recipe: Fried Chicken and Fries

A set of french fries and fried chicken. Perfect for parties. Increases Magic Attack slightly.

INGREDIENTS:
Chicken x1, Potato x1

HOW TO FIND:
The Wonder Chef is masquerading as a giant blue fish in the market next to the lighthouse keeper's house.

Fortune's Market "Torim"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Knight Sword	Main Weapon	1300
Gladius	Main Weapon	1350
Great Axe	Main Weapon	780
Heavy Maul	Main Weapon	1380
Scarf	Main Weapon	920
Tama-hagane	Main Weapon	1000
Beef	Ingredient	100
Chicken	Ingredient	80
Mackerel	Ingredient	40
Salmon	Ingredient	40
Onion	Ingredient	30
Potato	Ingredient	30
Peach	Ingredient	40
Rice	Ingredient	80
Milk	Ingredient	20
Dried Seaweed	Ingredient	30

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Basilisk	pg. 246	Scale	14	2500	78
Sorceress	pg. 229	Human	15	1800	147
Crab Man	pg. 241	Aquatic	15	2380	71
Thief	pg. 227	Human	15	2000	68
Thornwigle	pg. 242	Aquatic	16	3000	47
Howler	pg. 236	Bird	16	2500	48
Tortoise	pg. 241	Aquatic	17	3600	55

The eastern side of the Plains of Tolbyccia is divided into sections by a large river and therefore consists of a series of small islands connected by stone bridges. The party can travel southeasterly from Capua Torim to a Wandering Traveler inn (great if you're trying to power-level and need an occasional respite) or head northwest along the coast to the next forested clearing. Spend some time pursuing the monsters in this area to gain some additional experience before approaching the ruined town of Caer Bocram near the cliffs to the north.



UNPUNISHED CRIMES



The meeting with Flynn, Ioder, and the Magistrate doesn't go quite as planned. Flynn operates within a very strict set of rules and is unwilling to allow for flexibility in their interpretation. Naturally, this infuriates a free-spirit like Yuri. Yuri and Flynn fall into another one of their petty arguments—some things never change, it seems—and Yuri storms out of the inn.

Locate Raven near the park benches in front of Fortune's Market and find out where he went once they got inside Ragou's palace. Raven tells Yuri that he saw a rough-looking guild headed towards a town to the northwest. The town had been demolished in an earthquake so there's no telling what the group is hoping to find. Save your progress at the inn, equip the party with the best weapons and armor you can synthesize, and head out of town to through the exit to the west.



THE FALLEN CITY, CAER BOCRAM

Area Items

NO.	ITEM	LOCATION
1	Paralysis Bottle x3	Ground Level, Chest
2	Epee	Ground Level, Chest
3	Straw Hat	Ground Level, Chest
4	Mat	Ground Level, Inside
5	Orange Gel	Ground Level, Inside
6	Password Clue 1	Ground Level, Inside
7	Limit Bottle	Second Level, Inside Chest
8	Magic Lens x3	Second Level, Inside
9	Apple Gel	Second Level, Inside
10	Cocktail Dress	Second Level, Inside Chest
11	King Sized Belt	Second Level, Inside Chest
12	Apple Gel	Third Level, Chest
13	1000 Gald	Third Level, Inside
14	Password Clue 2	Third Level, Inside
15	Purple Ribbon	Third Level, Inside Chest
16	3000 Gald	Third Level, Seed Chest
17	Life Bottle	Third Level, Chest
18	Paralysis Bottle	Third Level, Chest
19	Mat	Second Level, Inside
20	Magic Mist	Second Level, Chest
21	War Axe	Second Level, Chest
22	Holy Raven	Third Level, Inside Chest
23	Orange Gel	Third Level, Inside
24	Tsurugi	Fourth Level, Chest
25	Password Clue 3	Fourth Level, Inside
26	Lamellar Leather	Fourth Level, Inside Chest

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Thornwigle	pg. 242	Aquatic	16	3000	47
Howler	pg. 236	Bird	16	2500	48
Strange Bat	pg. 238	Magic	17	1400	141
Tortoise	pg. 241	Aquatic	17	3600	55
Spikkit	pg. 242	Aquatic	17	2600	80
Seed	pg. 245	Inorganic	30	9625	192

WARNING FROM THE HUNTING BLADES

The party isn't alone when they enter Caer Bocram, but it isn't the Blood Alliance standing before them. No, it's Karol's guild, the Hunting Blades! Nan indicates that Caer Bocram is now territory of the Hunting Blades, but Yuri and the others don't seem all too worried about Nan's threats.



Inspect the warp blastia device near the collapsed stairs, then head down the path to the left towards the whirlpool. Collect the **Epee** from the chest and fight past the monsters in this area to the wooden door on the ground. Descend the ladder and use the Sorcerer's Ring to power up the control mechanism. This not only makes the warp blastia operational, but also unlocks the doors to the numerous buildings throughout the area.

Navigation Tips

Caer Bocram is a terraced city with several levels that can only be ascended through the use of the 4 warp blastia scattered throughout the area. Many warp blastia may be rotated and used to reach otherwise inaccessible areas. Check each level of the city fully before continuing to the next area. Pay extra attention to the buildings on each area as there are several important items to be found.

Search each of the buildings on the ground level for items and don't miss the scrap of paper with **Password Clue 1** on it. There are three of these scattered throughout the area. Shoot the Sorcerer's Ring at the warp blastia to activate it and select "forward" from the list of directions to ride it to the second level.



Enter the house with the warp blastia on the roof and descend the stairs to the basement to find a Save Point and a massive air lock with a complex control device next to it. All three password clues are required in order to open this, so return to the main level and ascend to the upper level of this building. Gather up the items and head outside to the balcony and use the warp blastia to ascend up and to the left.





Fatal Strikes



The Hunting Blades are off in the distance on the third level of Caer Bocram, but they are close enough for Yuri to witness the powerful Fatal Strike attack. Watch for a red, green, or blue magic force field to appear around an enemy and quickly press the Right Trigger to perform a Fatal Strike (the enemy must be targeted). Lesser enemies can be defeated in a single blow with a Fatal Strike and boss enemies suffer a huge loss of HP. The in-game Battle Book contains additional explanations of the Fatal Strike move and the "Battle Basics" chapter of this book contains an expanded explanation and tips for performing this valuable attack.

Scour the buildings on the right-hand side of the third level for items and **Password Clue 2** then cross over the waterfall to the left and search the area there as well. The chest on the ground in this area is actually a monster in disguise, so be careful. It yields 3000 Gald when defeated, but it doesn't go down easily!

Use the warp blastia on the third level to reach the secluded lower section of the second level where you can find additional items. Descend back to the lower level by jumping off the ledge with the pink flowering plants and climb back up to the third level. Once back on the third level, use the warp blastia on the roof of the nearby building to reach the area off to the right side of the fourth level to gain the **Tsurugi** for Yuri—equip this weapon at once. Return to the warp blastia and go to the fourth level to find the **Password Clue 3** and **Lamellar Leather**. Return to the Save Point in the basement of the building on the second level.





A CAVE BENEATH THE RUINS

Top off everyone's HP and TP and equip Yuri, Rita, Repede, and Estelle with the best weapons and armor available. Descend the spiraling staircase near the Save Point and approach the control station near the air lock. Study the three clues in the Item Menu that were found elsewhere in the city and enter the password that solves the puzzle to unlock the door.



New Recipe: Pudding

A creamy custard dessert with a rich caramel sauce. Restores some TP.

INGREDIENTS:
Milk x1, Egg x1

HOW TO FIND:
Yuri discovers this recipe through continued cooking of the Sorbet recipe. If Yuri continues to make Sorbet after battles, he'll eventually discover this Pudding recipe.

THE PASSWORD IS...

The three password clues are "Light", "Sky", and "Sphere" and it's up to you to determine what these three clues might be referring to. (The answer is *sun*.)

DREADED GIANT



Give the Dreaded Giant a wide berth so as to avoid its swatting and biting attacks. Watch for it to rise onto its hind legs and rush in to knock it over. Trigger an Over Limit while it's on its side to inflict massive damage and build a lengthy chain! Watch for an opportunity to perform a Fatal Strike and tap the Right Trigger as soon as the force field signal appears.





DREADED GIANT

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
24	34800	500	530	280	240	140

RESISTANCE	WEAKNESS

The Dreaded Giant is a monstrous beast that is not wholly unlike a dinosaur crossed with a turtle. It has a bevy of physical attacks at its disposal but primarily relies on its swinging tail and snapping maw. The battle may appear a bit one-sided at first, as Yuri is forced to tangle with this foe alone, but Rita, Repede, and Estelle soon enter the fight. Rita's Fire Ball attack can do substantial damage against this beast, as can Yuri's Destruction Field arte.



Secret Mission 5

Downed the Dreaded Giant when it reared back and left itself wide open.

Stand back and wait for the Dreaded Giant to rise on its hind legs in an attempt to scare the party. Take this opportunity to rush forward and slash at its hind legs to knock it over. Tip the Dreaded Giant onto its side to unlock this Achievement.

LOWER QUARTER LAD ARRESTED!

Ascend the stairs back to the Save Point and exit the building through the main floor. The Blood Alliance wasn't here after all, so return to the lower level of Caer Bocram and approach the exit. The party is intercepted on the way out of the area by two different contingents of Imperial Knights, first by Cumore's team then by Sir Schwann and LeBlanc's men. Where's Flynn when you need him?

A FULL PARDON

Yuri and the others are brought to the city of Heliord for interrogation, but are soon released. Exit the Chevalier's HQ and bid a temporary goodbye to Karol and Rita. Talk to Flynn outside the inn and cook up a batch of the Fish with Miso Sauce learned from the Wonder Chef in the interrogation room.



THE RISING CITY, HELIORD

FORTUNE'S MARKET "HELIORD"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Ogre Axe	Main Weapon	1500
War Axe	Main Weapon	1700
Endless Heart	Main Weapon	1900
Sash	Main Weapon	640
Splint Mail	Body Armor	1900
Royal Guard	Body Armor	2200
Magic Tunic	Body Armor	2000
Fine Boots	Accessory	750
Magic Mist	Accessory	10,000
Beef	Ingredient	100
Chicken	Ingredient	80
Mackerel	Ingredient	40
Onion	Ingredient	30
Potato	Ingredient	30
Peach	Ingredient	40
Rice	Ingredient	80
Egg	Ingredient	20
Milk	Ingredient	20
Miso	Ingredient	150

New Recipes: Fish with Miso Sauce

The miso sauce goes well with steamed rice. Increases P. Defense slightly.

INGREDIENTS:
Rice x1, Mackerel x1, Miso

HOW TO FIND:
The Wonder Chef is near the window of the interrogation room, masquerading as a ghostly decoration swinging back and forth on a rope.

ADECOR & BOCCOS





Adecor and Boccos are mighty upset that Yuri was pardoned and they want one final crack at him in battle. This time they're prepared to unveil (and teach) the Burst Arte ability. Follow along with the mini-tutorial to learn this devastating ability that maximizes the potency of Over Limit and Arcane Artes attacks.



The two bumbling knights aren't so bumbling anymore, so don't take this battle too lightly. Focus on keeping Yuri's HP and TP at least half full and keep Adecor targeted until he's been defeated. Dividing your attention between the two of them is a sure-fire way to lose this fight! Employ hit-and-run tactics to strike Adecor with the Dragon Swarm or Destruction Field attack and look for an opportunity to unleash a Fatal Strike.

ADECOR

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
15	12345	240	230	155	88	58

RESISTANCE	WEAKNESS
N/A	N/A

BOCCOS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
15	12109	320	212	170	79	64

RESISTANCE	WEAKNESS
N/A	N/A



Boccos comes spinning and rolling towards Adecor and certainly lands a hit on Yuri if he's not guarding. Attack quickly, then run away and consume a gel as needed or use the Taunt skill to increase the Battle Spirit gauge. When Adecor is almost down, trigger another Over Limit, attack with an Arcane Arte such Wolf Strike, then immediately press and hold the A Button to follow it up with a Burst Arte. Once Adecor has been defeated, Boccos should present little trouble. Attack with Dragon Swarm then immediately press the X Button to defend. Boccos likely refrains from attacking as he sees Yuri ready a defense. This leaves him open for another Dragon Swarm or other artes.

With Adecor and Boccos out of his hair once and for all, Yuri is free to enter the Betelgeuse Inn. Save your progress in the corner and pay a visit to the Fortune's Market stall after talking with the man from the Surveyor's Guild to learn about today's synthesizing. Yuri should have over 20,000 Gald to spend at the market, which is more than enough to synthesize or buy each of the pieces of body armor available, as well as several of the weapons and accessories. The rest of the party might not be with Yuri at the present moment, but they'll certainly appreciate the equipment upgrades later.

BLASTIA PROBLEMS

A rumbling from outside the inn alarms Rita and the others, as it could only mean the blastia is weakening. Head outside to the large golden column to inspect the blastia. Estelle meets the group there. Continue to the Chevalier's HQ building and meet with Flynn in the rear room.

GENIUS MAGE TO THE RESCUE

The blastia's trouble escalates while the group is meeting with Flynn and Rita immediately runs off to save the city. She succeeds in bringing it under control before the device explodes, but not without injury. After events unfold, talk with Karol in the hallway then head down the stairs to talk with the innkeeper behind the desk.



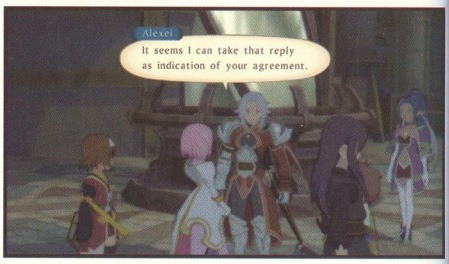
RETURN OF THE DRAGON RIDER

Yuri returns to the room to check on Estelle and Rita and finds the two of them in good spirits. No sooner does the conversation between them shift to Estelle's unique healing ability than the mysterious dragon rider reappears outside the inn. There's no telling what this person wants, and the dragon flies off before anyone can find out.

A TASK ASSIGNED

Exit the inn and return to the blastia column in the center of the city. Commandant Alexei meets the group and explains a need for Rita to head to the forest of Keiv Moc to study the effects of the aer on the vegetation in the area.

The party is able to convince Alexei to allow Estelle to accompany Rita, along with Yuri and the others. The Princess is wanted back at the capital, but Alexei decides to permit her to continue on with her travels, especially in light of a letter Flynn had left behind. Exit the city of Heliord via the path to the west and set out for the city of Dahngrest. Yuri wants to learn more about the Blood Alliance!

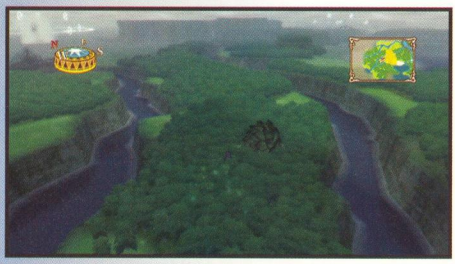


Northern Tolbyccia

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Thornwigle	pg. 242	Aquatic	16	3000	47
Howler	pg. 236	Bird	16	2500	48
Tortoise	pg. 241	Aquatic	17	3600	55
Black Basilisk	pg. 246	Scale	17	2600	90
Honker	pg. 236	Bird	18	3946	81
Grasshopper	pg. 244	Insect	21	4888	44
Filihelia	pg. 240	Plant	20	2800	55

Use the western exit from Heliord and carry forth across the forest in a northwesterly direction to reach Dahngrest. Further exploration leads to a sandy place known as Swendle Island, but there is nothing there of importance just yet. Spend some time in the woods in this corner of the continent to gain some extra experience and to collect as many synthesizing materials and Gald as possible. The Fortune's Market shops in Dahngrest (there are two shops with identical inventories) are filled with numerous items of value. Be prepared to shop!



FORTUNE'S MARKET 1 & 2 "DAHNGREST"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Battle Sword	Main Weapon	1750
Epee	Main Weapon	1540
Estoc	Main Weapon	2000
Compact Sword	Main Weapon	300
Iron Hammer	Main Weapon	1900
Holy Raven	Main Weapon	1580
King Sized Belt	Main Weapon	1770
Holy Circlet	Head Armor	650
Breastplate	Body Armor	2400
Battle Guard	Body Armor	2150
Witch Dress	Body Armor	2200
Thief's Cape	Accessory	750
Beef	Ingredient	100

THE DEN OF GUILDS, DAHNGREST

AREA ITEMS

NO.	ITEM	LOCATION
1	Panacea Bottle	Tavern Sagittarius, Dresser
2	Holy Bottle	Tavern Sagittarius, Dresser

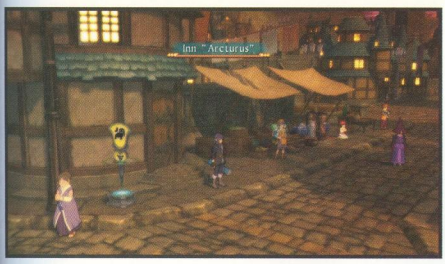
ITEM	CATEGORY	GALD
Chicken	Ingredient	80
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Onion	Ingredient	30
Potato	Ingredient	30
Peach	Ingredient	40
Apple	Ingredient	40
Strawberry	Ingredient	20
Rice	Ingredient	80
Bread	Ingredient	80
Egg	Ingredient	20
Milk	Ingredient	20

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Basilisk	pg. 246	Scale	14	2500	78
Rhinossus	pg. 233	Beast	10	1100	55
Crab Man	pg. 241	Aquatic	15	2380	71
Beetle	pg. 243	Insect	19	3600	77
Bronze	pg. 228	Human	20	3450	142
Zinc	pg. 229	Human	20	4608	80

STRONGHOLD OF THE GUILDS

Visit either of the two Fortune's Market shops upon arrival in Dahngrest (the second is inside the inn) and synthesize the Tsurugi +1, Chain Whip, Battle Guard, and Special Flag. The Special Flag makes it possible to assign a different character as the party leader for you to control. The Moon Selector makes this possible during a battle, but you'll likely be unable to craft this just yet. Spend a night at the Arcturus inn and save your progress before venturing too far up the street where the vendors are.



FOR OUR BELOVED TOWN!

Continue north to the center of town, where Karol runs into some acquaintances. Their trading of verbal jabs is interrupted by a well-choreographed monster invasion. The barrier has gone down just as the monsters arrived! Yuri and the others leap to action to help defend the city. Beat back the two waves of monsters that attack, then step back and watch as Don Whitehorse and the guilds take over.

Return to the center of town and turn left to head to the city's barrier blastia. The blastia emits a green light atop the wall at the end of town. A trio of red-eyes tries to prevent Rita from fixing the blastia: focus on defeating the two named Bronze first, as they have nearly 25% less HP than the one known as Zinc.

Yuri shouldn't have any trouble with the red-eyes and Rita will have the barrier back up and running in no time. Unfortunately, Don Whitehorse has gone in search of the monster's hives and isn't around to speak with Yuri right now so the party might as well head to Keiv Moc.

Locate the items in the Sagittarius tavern and exit town through the western end of the main street. Note the patch of forest rising higher than the rest in the distance to the southwest—that's Keiv Moc!





THE FOREST OF KEIV MOC

Area Items

NO.	ITEM	LOCATION
1	Estoc	Tree Branch, Chest
2	Orange Gel	Tree Branch, Chest
3	Bastard Sword	Small Clearing, Chest
4	Chain Whip	Small Clearing, Chest
5	Poison Bottle x2	Large Clearing, Chest
6	Weak Bottle x2	Large Clearing, Chest
7	Rabbit's Foot	Tree Branch, Chest
8	Limit Bottle	Clearing, Seed
9	Mind Bottle x3	Tree Branch, Chest

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Howler	pg. 236	Bird	16	2500	48
Leaf Bat	pg. 236	Bird	19	3000	63
Beetle	pg. 243	Insect	19	3600	77
Filihelia	pg. 240	Plant	20	2800	55
Grasshopper	pg. 244	Insect	21	4888	44
Trifid	pg. 240	Plant	23	4600	76

THE EMERALD FOREST

The party isn't ten steps into Keiv Moc before the mysterious Raven appears. There's no telling why he's shadowing Yuri and the others, but he begs himself a spot in the party and is anxious to prove himself. Don't worry about making him a part of the active battle group just yet, instead just continue on with him and Karol in the background.

THE IMPENETRABLE THICKETS

Keiv Moc has numerous patches of ground and forking tree branches that simply can't be explored at this time because of the unyielding thickets that block the path. Many of these side-areas contain chests that can be seen, but are temporarily out of reach. Keep these in mind for a return trip at a later time.

Navigating Keiv Moc is not as complicated as it first appears. There are patches of solid ground, but much of the travel will take place on overgrown tree branches that twist, curl, and fork. The first large branch to fork actually connects back up, so don't worry about missing anything. Take the left-hand (lower) path to collect the items from the chests and continue on from right to left deeper into Keiv Moc, but double-back periodically so you didn't miss anything.

Follow the winding tree branch down to the large clearing with the Trifid and loop around the other branches in a counter-clockwise direction to gather the items from the chests. Return the way you came and continue the march along the tree branches to the next clearing where a Save Point is located. Spotting the orange Save Point is your cue that you're on the right track. Continue on in this direction, across the ground and back up to a twisty set of tree branches leading to a blue Save Point, which could only mean one thing!







GIGALARVA



GIGALARVA

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
25	48000	440	358	399	260	185

RESISTANCE	WEAKNESS

The Gigalarva has a wealth of HP and a number of powerful attacks (including the ability to poison and inflict contamination), and it also heals itself in large quantities! Take a few moments at the blue Save Point before the battle to prepare for it. Use the Special Flag to make Raven the party leader and customize the battle tactics and formation to shift Estelle and Rita so they keep their distance and focus on healing artes and attack spells, respectively. Give Yuri the freedom to attack at will and to use Over Limit when possible. Yuri and Raven should be equipped with Poison Wards.

The battle against the Gigalarva starts out simple enough. There is plenty of opportunity to attack with Over Limit, Burst Artes, and even a Fatal Strike or two. Rita should be able to inflict large amounts of damage with her fire-based attacks, and Estelle should have little trouble keeping everyone healthy.



The battle gets much tougher once the Gigalarva is reduced to 50% of its total HP. Its attacks come more frequently, and it also stabs its pinchers into the ground to replenish thousands of HP from the aer-soaked soil. This is why you must take control of Raven for this battle. Watch the Gigalarva's HP (press the Right Bumper) and use Raven's Serpent arte to lay traps in front of the Gigalarva periodically. Raven fires the Serpent bolt right into the ground at his feet, so you must get close to the Gigalarva before firing it. With any luck, the Gigalarva will stab its pinchers right into the glowing trap on the ground and suffer damage instead of regaining lost HP.





Secret Mission 6

Raven used Serpent to set a trap for the Gigalarva and prevented it from healing itself.

Make Raven the leader of the party with a Special Flag and use his Serpent arte to lay traps down in front of the Gigalarva once it has less than 24,000 HP remaining. Place the traps just far enough in front of the Gigalarva so it stabs its pinchers into it when it attempts to regain lost HP.

The party is in for a long battle if the Gigalarva is given the opportunity to replenish its HP. The monstrous scorpion-like creature continues to spew poison at the party, attack with its Tail Spear attack, spin itself around and slap with its pinchers, and also trample the ground in attempt to knock everyone off their feet. It's important that the party have a focused strategy and that Rita and Estelle keep their distance. Monitor everyone's HP and TP levels closely and don't hesitate to force-feed Estelle a Pineapple Gel or Melange Gel if it means she'll have the TP necessary to continue casting Nurse.

THE SILENT AER

The party was lucky to survive getting so close to the aer krene and must now beat feet back to Dahngrest. Return past the blue Save Point and backtrack over the tree branches to the clearing nearest the exit of the forest. There's an encounter with Don Whitehorse, as well as a stampede of docile monsters, along the way. Exit Keiv Moc and return to Dahngrest.

THE DEN OF GUILDS, DAHNGREST

LETTER FROM AN IMPERIAL CANDIDATE

Spend the night at the inn to recover, then head north through town to the Guild Union HQ. Don Whitehorse has quite a number of visitors in his chamber, but Yuri is welcome to join the meeting. Flynn is there to present the Don with a letter from his Highness Ioder. The message isn't received as planned, to put it lightly, and Don Whitehorse storms out of the HQ.





THE TIES THAT BIND

Yuri pretends to drop his wallet and breaks away from the party in the town center. Return to the Guild Union HQ and pay Flynn a visit in the prison, through the left door. Yuri and Flynn work together to try to set the record straight concerning the letter. Don Whitehorse arrives shortly after and assigns Yuri a task.

HOUNDING THE MASTERMIND

Exit the prison, meet up with Estelle and Karol in the town center and continue down the road to the east. Rita and Repede are there waiting outside the tavern at this end of town. Rita tracked the Blood Alliance to the tavern. Regroup and head inside to finally meet Barbos face-to-face. The meeting turns ugly, as one might expect, and the mysterious dragon riding blastia-destroyer arrives on the scene to lend a hand. Yuri hops aboard the dragon to chase after Barbos.

THE TOWER OF GEARS, GHASFAROST

AREA ITEMS

NO.	ITEM	LOCATION
1	Pineapple Gel	Weapons Room, Chest
2	Life Bottle	Ground Floor, Chest
3	Melange Gel	Ground Floor, Chest
4	Specific	Storage Room, Chest
5	Magic Lens x3	Storage Room, Crates
6	Crescent Axe	Second Floor, Chest
7	Orange Gel	Second Floor, Crates
8	Battle Suit	Second Floor, Chest
9	Leather Coat	Second Floor, Crates
10	Holy Bottle x3	Outside Balcony, Crates
11	Rivet Belt	Outside Balcony, Chest
12	Kurama	Gears Room, Chest
13	Orange Gel	Gears Room, Chest
14	Blue Dragon	Gears Room, Chest
15	Wizard Horn	Gears Room, Chest
16	Holy Cloak	Gears Room, Chest
17	Spike Hammer	Gears Room, Chest
18	Lemon Gel	Gears Room, Chest
19	Smash Bow	Gears Room, Chest
20	Halberd	Gears Room, Chest
21	Warrior Symbol	Gears Room, Chest
22	Thief's Cape	Gears Room, Chest

VENDOR'S STALL "MALLOW"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Chicken	Ingredient	80
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Onion	Ingredient	30
Tomato	Ingredient	40
Peach	Ingredient	40
Apple	Ingredient	40
Strawberry	Ingredient	20
Rice	Ingredient	80
Bread	Ingredient	80
Egg	Ingredient	20
Milk	Ingredient	20

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Bandido	pg. 227	Human	18	3100	67
Soldier	pg. 228	Human	23	4200	89
Witch	pg. 229	Human	22	3300	230
Scissorbeak	pg. 236	Bird	23	3100	89
Horse Raptor	pg. 235	Bird	22	3400	105
Gear Golem	pg. 245	Inorganic	25	5800	33

The unidentified dragon rider takes aim on the blastia atop the Tower of Gears on Swendle Island and causes it to malfunction. This puts an end to the tornado encircling the tower and allows Yuri to be dropped off on the roof. Seven Bandidos attack as soon as he touches down, so be ready for battle. Stay on the move and use ranged attacks such as the Azure Edge or Azure Wolf Strike until the herd of attackers has been thinned. An Over Limit is a great way to knock away the enemies if Yuri is surrounded.





Yuri is thrown into a locked room in the basement along with several other prisoners and the dragon rider who ferried him to the tower. The mysteriously cloaked dragon rider is actually a woman named Judith. She and Yuri distract the guards and make an escape. Now all they have to do is climb the tower and finish off the blastia!

SORCERER'S RING LV. 2

Approaching the green ball of light will power-up Yuri's Sorcerer's Ring to Level 2, making it possible to activate the levers that control the stairs in the lower half of this building and the gears in the upper half.



Explore the lower level of the tower—locate the chests in the rear and the vendor to the east—then shoot the Sorcerer's Ring at the control panel on the right to lower the stairs. Judith teaches Yuri about the Limit Duo technique—it's now possible to raise the Battle Spirit gauge to level 2 and have two characters go into Over Limit at the same time!

Search each of the side-rooms on the second floor and clear out the enemies from this area. Equip Judith with the **Leather Coat** and Yuri with the **Battle Suit** then give the area one more look around to make sure you didn't miss anything before exiting through either of the doors on the south side of the room.

TARGET THE WITCHES FIRST!

Yuri and Judith must fight through dozens of enemies as they ascend the tower together and many of the enemies attack alongside Witches. Always target the Witches first to prevent them from casting damaging spells and to also limit them from healing the other monsters.

TOWER IN A TEMPEST

Much to Yuri's surprise, the rest of the party is on the balcony outside the tower! They saw the tornado surrounding the tempest dissipate and decided to head here on foot. Now that the gang's all together, it's time to make a proper assault on the tower! Climb the ladder to the third floor, gather up the items outside, and go inside.



Ghasfarost isn't called the Tower of Gears for nothing! The structure is comprised of an intricate array of giant bronze and iron gears that, when working, drive a green column of aer up towards the blastia on the roof. These gears not only help guide the aer upwards through the glass column in the center of the tower, but they also control a series of retractable walkways, fences, and staircases.

Yuri must use the Sorcerer's Ring to power-up the bronze gears in order for both he and the aer to advance up the tower. There are dozens of monsters and other enemies in the tower that will try to stop them, but there are also plenty of chests along the way too. Some of the bronze gears can only be reached after other, upper gears have been activated. Monitor the flow of aer through the column and don't forget to go back downstairs to a lower level to activate a bronze gear that you couldn't access earlier.





New Recipe: Cake

A sweet treat topped with a big, red strawberry. De-lish! Restores moderate amount of TP.

INGREDIENTS:
Milk x1, Egg x1, Strawberry x1

HOW TO FIND:
This recipe is learned through mastery of the Pudding recipe. Have Yuri cook the Pudding recipe enough times and he'll eventually discover this valuable Cake recipe.

The tower is nearly a dozen stories tall and the process needed to activate the gears becomes trickier the higher one climbs. Many of the gears can only be activated from specific locations so if the Sorcerer's Ring doesn't work at first, continue on and activate other gears, as many will cause a walkway to extend or a gate to lower. There are also more and more monsters located in the upper portion of the tower. Don't forget to use the Sorcerer's Ring to stun them so the party can gain an advantage in battle.





Save your progress at the upper floor of the tower and equip Judith with the **Thief's Cape** and **Halberd** before boarding the elevator to the roof. There's a battle brewing, so add Yuri, Estelle, Judith and either Rita or Raven in the active party.

BARBOS



Use the Right Bumper to target them one at a time and slash at whichever one is furthest from Barbos until the green sphere has been destroyed.

Secret Mission 7

You took out the bridge supports, thus keeping Barbos from calling out more of his thugs.

There are four orb-like bridge supports on the rooftop where the Barbos fight takes place, each of which has nearly 3000 HP. Have the other party members focus their efforts against the weaker enemies so Yuri can destroy the four bridge supports with minimal interruption. Attack each of the four bridge supports before going after Barbos.

BARBOS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
30	49800	550	366	386	290	160

RESISTANCE	WEAKNESS
N/A	N/A



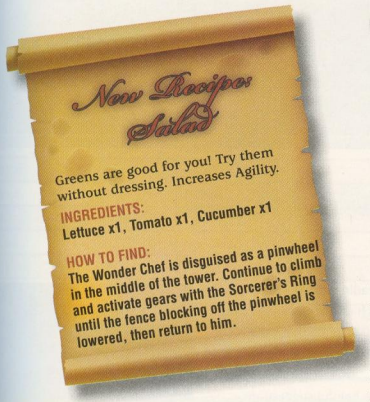
You didn't think Barbos was the type to fight you one-on-one did you? Of course not! Barbos enlists the help of a cadre of Soldiers, Bandidos, and Witches in this fight, and he'll continue to summon more and more of them so long as any of the four bridge supports are in place.

Because of this, destroying the four green orbs atop the bridge supports is your top priority! Let Judith and the others battle the lesser enemies while you take control of Yuri and go after the supports.



Barbos has nearly 50000 HP, but he's not much of a threat once his ability to call for reinforcements has been taken away. Look for opportunities to perform a Limit Duo with Judith or to utilize the Burst Artes ability alone and keep the pressure on Barbos at all times. The only attacks of his that you need to truly watch out for are his Hell Hammer and Jump Hammer attacks. He can inflict tremendous damage within a wide area with each of these attacks so make sure to run and jump away from him when he readies either of these. Of course, activating an Over Limit works well for canceling his attack and creating an opening.





THE DEN OF GUILDS, DAHNGREST

THE GUILTY BE PUNISHED

Cross back through the wooded northern continent of Tolbyccia to Dahngrest and watch as Flynn and the Imperial Knights bring Ragou under arrest. Pay a visit to the Fortune's Market in the building across from the inn to load up on supplies and equipment, then approach the crowd of onlookers. Head to the inn to spend the night and save your progress.

DEATH TO THE GUILTY

Karol wakes Yuri up with some rather distressing news about Ragou. Yuri seeks Flynn out in the middle of the night and learns that his friend has been promoted to Captain, but that's clearly not what Yuri is there to discuss. Yuri has no choice but to take matters into his own hands.

TROUBLE BREEDS STILL MORE TROUBLE

Morning comes and Estelle is set to return to Zaphias. Although Yuri stays in bed, Estelle is in surprisingly high spirits and has little trouble saying goodbye to everyone. That is until yet another surprise monster attack hits the city—only this time, it's a beast that can speak in human tongue, and it speaks to Estelle! Nobody knows what this monster is, or why it can talk, but it's clear that even though the aque blastia has been recovered and much has been set right, there are still more questions than answers. The party's travels are far from over...

BRAVE VESPERIA

The Story So Far...

Tramping back and forth across the continent of Tolbyccia has gotten Yuri and the others in a number of fine messes. They've escaped arrest (thanks to their Highnesses Ioder and Estellise), battled gigantic insects, and have even been involved in a plot to trigger a war between the Guilds Union and Empire. Despite these trials and tribulations Yuri and his traveling partners have not only deepened their friendship, but managed to retrieve the Lower Quarter's aque blastia. They also expanded the size of their party to include two newcomers. When the strange talking monster scared Estelle into continuing her journey, there was no doubt Yuri would welcome her. Together with Repede, Judith, and Karol the two walked hand-in-hand out into the woods to embark on a new adventure. There's no telling where it will take them...

Chronologic Synopsis

55 
A New Guild is Born!

56 
A Town Without Direction

57 
How to Make a Gorgeous Gown

58 
The Boomtown's Secrets

59 
Freeing the Oppressed

60 
Friendship Treaty Deadlock

61 
Watch Out for Mermen

62 
Defeating the Mermen

63 
Ghost Ship in the Mist

64 
What's in the Box?

65 
A City Ringing with Warrior Songs

66 
New Moon Duce

67 
Coliseum Quarrel

68 
It's the Title Bout!

69 
An Aer-Filled Cave

70 
The Wind-Swept Oasis

71 
Forward, Into Desert

72 
The Magistrate's Unreasonable Demands

73 
Where the Cacti Grow

74 
A Legendary Utopia

75 
A Broken Clear Ciel Crystal

76 
Oppression Hits a Speed Bump

77 
Tyrant Gone Missing?

78 
A Blocked Windpipe

79 
A Moonless Night

80 
Audience with the Duce

81 
Coliseum in Chaos

Eastern Tolbyccia

STAGING POST



Leave the city of Dahngrest behind and walk into the woods to the southwest, as if heading back to Heliord. The party has had a long day and will soon set up camp in a wide clearing. Talk to each of the party members at least once to discuss the plans for morning. Talk to Repede twice when you're ready to settle in for the night and rest.

The party decides to form their own guild and places Karol in charge, albeit with some helpful suggestions and guidance from the others. Estelle doesn't know if she can give up her life as Princess just yet, so instead of joining the guild, she becomes their first assignment. The newly-formed guild, Brave Vesperia, must escort Estelle to the Desier continent, so she can look for the talking monster. To begin this quest, return to the city of Heliord.

THE RISING CITY, HELIORD

FORTUNE'S MARKET "HELIORD" (UPDATED INVENTORY)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Kalinga	Main Weapon	3500
Basilard	Main Weapon	3700
High Power Yo-yo	Main Weapon	3800
Oar	Main Weapon	3400
Pointed Hat	Head Armor	880
Tartan Ribbon	Head Armor	1000
Splint Mail	Body Armor	1900
Royal Guard	Body Armor	2200
Magic Tunic	Body Armor	2000
Long Coat	Body Armor	2700
Fine Boots	Accessory	750
Thief's Cape	Accessory	750
Magic Mist	Accessory	10,000
Beef	Ingredient	100
Chicken	Ingredient	80
Mackerel	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Potato	Ingredient	30
Peach	Ingredient	40
Rice	Ingredient	80
Bread	Ingredient	80
Egg	Ingredient	20
Milk	Ingredient	20
Tofu	Ingredient	20
Miso	Ingredient	150

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Titane	pg. 228	Human	28	10020	150

A TOWN WITHOUT DIRECTION

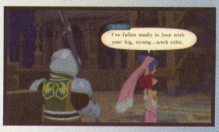
Yuri hears a commotion while spending the night at the inn and heads outside for a look around. Talk with Judith near the western end of the city, then head back inside the inn to get some rest. Come morning, the party is ready to continue. Venture through town towards the blastia to meet up with the family from Capua Nor. The wife explains the circumstances surrounding her missing husband and the faulty promise made to them by Cumore. Estelle volunteers to pay the guild to help find the missing man, Teagle.

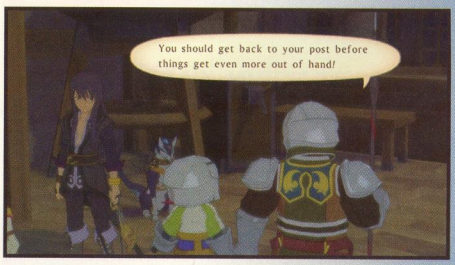
HOW TO MAKE A GORGEOUS GOWN



The elevator leading down to the Laborer's Camp is currently off-limits, but Karol has an idea to use one of the women in the guild to distract the guard. Pick whether you want Judith, Estelle, or Karol to be the one to dress up and lure the knight away from the elevator—although you should strongly consider Judith—then visit the Fortune's Market inside the inn to get the dress. The merchant doesn't have what Judith needs, but he's able to synthesize it from a Soft Tail, Basilisk Scale, and a Small Bird Feather. The party likely has an abundance of these items, but more are available through hunting the monsters just outside the city.

The rest of the party hides in the shadows while Judith (or Estelle, or Karol) heads off to distract the guard. Exit the inn and go talk to the guard to lure him away. Yuri comes out of hiding and knocks out the guard, but now one of the party members must dress up like a knight. Select whether you want Yuri or Karol to do it—you should go with Karol—and watch as he gets led to the Chevalier's HQ.

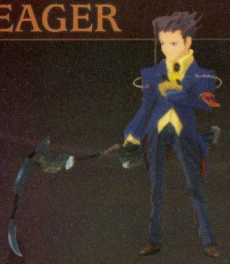




THE BOOMTOWN'S SECRETS

The party is reunited with Rita inside the Chevalier's HQ. Not only does she have quite a bit of info about the goings-on at Heliord, but the party soon eavesdrops on a nefarious conversation between Cumore and Yeager. Quickly run to the elevator to descend to the Laborer's Camp after them!

YEAGER



They inflict moderate damage, but nearly every arte attack should hit both of them simultaneously, thereby doubling their effectiveness!

Unlike his lackeys, Yeager prefers the firepower of a rifle and tries to keep his distance from the group. Rush him near the edge of the arena and try to gang up on him with Judith and Karol. He might succeed in getting off a few attacks that injure one or two of the party members, but at least one should be able to continue the fight. Watch his HP and unleash an Over Limit and Burst Arte when ready to go for the kill!



YEAGER

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
30	18000	600	340	224	264	99

RESISTANCE	WEAKNESS
N/A	N/A

Yeager attacks alongside a pair of his cronies, known as Titanes. Focus your early attacks on the Titanes, since it's always a good idea to rid the battleground of the weaker enemies first. Use sporadic arte attacks and combinations to defeat them while filling the Battle Spirit gauge for use later in the battle. The Titanes stick together and move in close in attempt to use their swords.





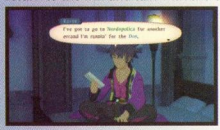
Leave Heliord behind and head eastward to Capua Torim, the port town. The enemies in this area should all be quite familiar by now, but they still yield a number of useful items and experience, so take a few minutes to hunt them down.

THE PORT TOWN, CAPUA TORIM

AREA ITEMS

NO.	ITEM	LOCATION
1	Life Bottle	Pollux T Inn, Dresser

Head to the inn in Capua Torim so the party can sit down with Raven and Rita and get everything out in the open. Everyone is pretty tired, but also wants some alone time. Make the rounds as Yuri and speak with each of the party members one-on-one. Talk with Rita and Karol in the bedrooms, then head out into the town to speak with Repede (near the inn), Estelle (below the slides), and Raven (on the dock). Judith went for a walk outside town, but Yuri can find and talk with her too by approaching the western town exit. Once done speaking with each of the party members, return to the inn and talk with the clerk behind the desk.



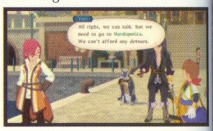


FRIENDSHIP TREATY DEADLOCK

Save your progress at the inn in the morning and set out in search of hiring a boat to the Desier continent. Stop and talk to the woman near the tree and cat to learn about the flowers blooming out of season. This distraction gives Judith a chance to sneak off and attack the blastia in the nearby warehouse. Continue east through town to encounter Ioder. He's on his way to Heliord to conduct treaty negotiations with Don Whitehorse on neutral territory.

WATCH OUT FOR MERMEN

Talk with Kaufman, the President of Fortune's Market, on the dock in front of the large staircase to see about hitching a ride to Nordopolica. Kaufman needs escorts to help protect the cargo from Mermen attacks and promises to hand her ship over to Brave Vesperia if they can safely deliver her to Nordopolica. It's a deal that's too good to pass up, so ready your sea legs and ship out!



Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Predafish	pg. 242	Aquatic	26	7216	127
Sonic Bee	pg. 243	Insect	26	7216	113
Rosa Gigantia	pg. 238	Magic	34	9220	139
Alraune	pg. 241	Plant	35	9581	174

DEFEATING THE MERMEN

CAPTAINING THE GOOD SHIP FIERTIA



The party can now move across oceans and even up deep-water rivers with this ship. Controlling the ship is as easy as moving Yuri across the field. The only difference is that the Right Trigger and Left Trigger can be used to go forward and reverse and the A Button is used to land and board the ship. Just remember that the party can only get on and off the ship at low-lying lands such as beaches. You can't land the ship near cliffs or over rocks!

Nordopolica lies to the southwest of Tolbyccia, but Kaufman isn't in a tremendous hurry to get there. Use the ship to explore the bays and islands on the south coast of Tolbyccia to collect items from the search points and to engage new and interesting monsters. Use a Magic Lens on any new monsters you encounter to add them to the Monster Book, and to also see their level. Consider making a run for it if the monster has a level that's higher than Yuri's. You won't be able to escape the Predafish that board the ship, but they won't be too much trouble for the experienced fighters of Brave Vesperia!



THE GHOST SHIP, ATHERUM

Area Items

NO.	ITEM	LOCATION
1	Trident	Main Deck, Chest
2	Misc. Bottles & Gels	Crow's Nest, Chest
3	Ogre Sword	Bow, Chest
4	Lemon Gel	Interior, Chest
5	Orange Gel	Interior, Chest
6	Life Bottle	Interior, Crates
7	Snipe Xiphos	Interior, Chest
8	Misc. Ingredients	Interior, Stove
9	Specific	Interior, Fake
10	Seal Bottle	Interior, Barrels
11	Magic Lens x3	Interior, Trunk
12	Takemikazuchi	Interior, Chest
13	Limit Bottle	Interior, Chest
14	Holy Bottle	Interior, Table
15	Pineapple Gel	Interior, Chest
16	Melange Gel	Interior, Chest
17	Mat	Interior, Chest
18	Orange Gel	Interior, Chest
19	Limit Bottle	Stern Deck, Chest
20	Seal Bottle	Interior, Table
21	4000 Gald	Interior, Bookshelves
22	Holy Symbol	Bow Deck, Chest

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Hawk	pg. 235	Bird	26	6150	113
Aquates Assassin	pg. 242	Aquatic	26	8003	109
Predafish	pg. 242	Aquatic	26	7216	127
Anchorgeist	pg. 239	Magic	27	6024	161
Fake	pg. 245	Inorganic	28	8913	181
Poltergeist	pg. 238	Magic	26	6232	127

GHOST SHIP IN THE MIST

Yuri doesn't have much experience as captain of a ship, but he's hardly to blame for what happens when the Fiertia encounters a thick bank of clouds southwest of Capua Torim. The ship is broadsided by a mysterious ghost ship known as the Atherum. Yuri decides to investigate the ghost ship while the others try to fix the Fiertia's ceres blastia. Yuri wants to bring Repede, but the other two choices are up to you. Consider taking Estelle and either Judith or Raven. Save your progress then board the Atherum with the group you chose.

MIRROR, MIRROR, ON THE WALL



The far wall of the ship's interior is lined with mirrors that make the ship look much bigger than it is. That's not the only optical tricks these mirrors play, however! The Atherum is a ghost ship and, as such, many of the enemies are invisible to the naked eye. But not even an invisible monster can avoid showing up on a mirror. Use the reflections in the mirrors to be your guide to the whereabouts of monsters inside the ship. The bigger they appear in the mirror, the closer they are to the far wall and vice-versa.

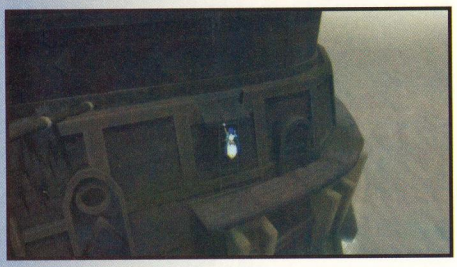
Equip the **Ogre Sword** in the chest on the bow of the ship to the left, then descend into the belly of the ship. There are numerous corridors inside the ship, and also a number of small rooms. Move across the lowest level of the ship from left-to-right and search the small room at the stern before ascending the stairs to the next level. Explore each level of the ship fully before ascending to the next. There are nearly two dozen chests and other containers to inspect for items, so take your time.



Many of the monsters onboard the Atherum have the ability to teleport around the battlefield. This can make it hard to hit them with a ranged attack and also makes it important to initiate a basic attack chain before unleashing an arte or Over Limit attack. Anchorgeists and Poltergeists are particularly fond of disappearing when attacked.

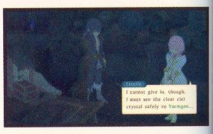
Something soon causes the main mast on the ship to fall and a gate to slam shut behind Yuri and the others. At this point, you take over as the other party members who were left behind. Board the Atherum and climb the main mast to where it snapped in two. Tiptoe along the fallen timber to the walkway on the side of the stern and head inside the second door.





WHAT'S IN THE BOX?

The rescue party soon finds the others trapped inside the ship and continue on as one group. Regain control of Yuri and proceed to the room with the Save Point. Explore the aft decks of the ship for additional chests and continue up the stairs to the captain's room on the uppermost level near in the stern of the ship. The captain's corpse still rests in his chair from a thousand years ago and the party obtains the **Red Box** which they believe to contain the clear ciel crystal. Numerous monsters attack as soon as the chest is disturbed, so be ready for a fight.





Locate the other items on the deck of the ship and use the folding ladder Judith has to descend to the main deck. Cross the plank back to Kaufman's ship and prepare to sail on. The guild is a little scared, has an extra item in their possession, and yet another task to complete. Fortunately for them, the city of Nordopolica isn't much further!



THE COLISEUM CITY, NORDOPOLICA

FORTUNE'S MARKET "NORDOPOLICA"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Damascus Sword	Main Weapon	4000
Zaghnal	Main Weapon	4200
Perfect Green	Main Weapon	3800
Snip Xiphos	Main Weapon	4400
Trident	Main Weapon	3600
Takemikazuchi	Main Weapon	3900
Knight Helm	Head Armor	1450
Headdress	Head Armor	1180
Blue Ribbon	Head Armor	1300
Knight Armor	Body Armor	3470
Mighty Guard	Body Armor	3150
Metal Jacket	Body Armor	3000
Hard Leather Coat	Body Armor	2900
Poison Ward	Accessory	3000
Paralysis Ward	Accessory	3000
Stone Ward	Accessory	5000
Drain Ward	Accessory	5000
Iron Leggings	Accessory	1200
Garnet	Accessory	8000
Aquamarine	Accessory	8000
Opal	Accessory	8000
Ruby	Accessory	8000
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Tuna	Ingredient	80
Mackerel	Ingredient	40
Scallop	Ingredient	60
Salmon	Ingredient	40
Squid	Ingredient	40
Shrimp	Ingredient	40
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Onion	Ingredient	30
Tomato	Ingredient	40
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20
Milk	Ingredient	20

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Erungar	pg. 227	Human	26	9400	110
Jugem	pg. 227	Human	26	12544	71
Johann	pg. 228	Human	28	13450	139
Wirbel	pg. 233	Beast	28	7265	140
Death Mantis	pg. 244	Insect	29	9100	109

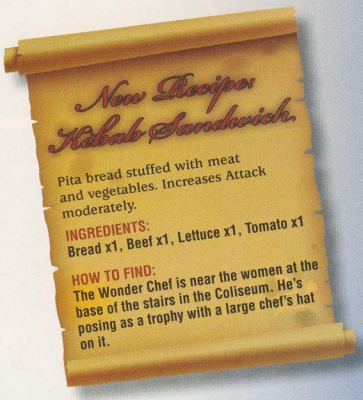
A CITY RINGING WITH WARRIOR SONGS

The guild arrives at the docks of Nordopolica in the middle of the night and is met by a man named Regaey, the head of Ruins' Gate, another one of the five master guilds. Kaufman hands over the ship as promised, and leaves Brave Vesperia to carry out their business alone. Talk with each of the people milling about on the dock, then head up the stairs to the Coliseum and spend the night at the inn.

NEW MOON DUCE



Load up on items and equipment at the Fortune's Market and head down the corridor to the right and into the Coliseum. The three women with the red hats serve as the registrars for the competitors wishing to enter the Coliseum's combat arena. For now, head up the stairs and talk to the guard on the left about getting a visit with Belius.



Belius won't accept any visitors until the next new moon, so return to the hotel and spend the night. Yuri wakes during the night and goes for a walk outside, where Estelle tells him all about the star their guild is named after.

COLISEUM QUARREL



Come morning, head back up the stairs of the Coliseum to speak with the guards again, then head outside to the dock. Yuri and the gang arrive just in time to help break up a knife-fight between two members of Ruins' Gate. Regaey sees Yuri as someone who might be able to help him and gives the young guild another task. Regaey needs a member of Brave Vesperia to enter the tournament in the Coliseum and defeat the champion who Regaey believes is trying to take over Palestralle.

GOING GREEK

Cook a Kebab Sandwich before entering the arena. The increase in Attack makes a noticeable difference in the damage Yuri can inflict.

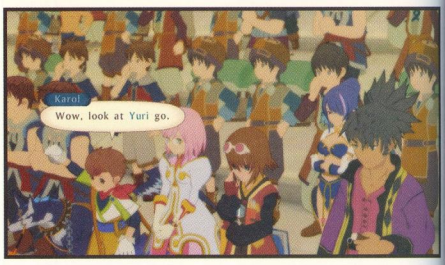
Brave Vesperia anoints Yuri as the one to take on this assignment, much to Judith's chagrin. Talk with the middle registrar and head up the stairs to enter the arena. Yuri must fight three bouts to reach the final battle versus the reigning champion.



The first fight is against a knight known as Erungar. Build up the Battle Spirit gauge, but don't use it. Instead, rely on combination slashes and artes such as the Shining Fang and Dragon Swarm.

The second fight is against a bandit named Jugem. He has about 30% more HP than Erungar, but falls just as easily. Just don't take any chances with him. Use an Apple Gel whenever necessary and keep up the pressure with repeated use of Yuri's powerful strike artes.

The third preliminary round is against a soldier called Johann. Johann has more HP and TP than Jugem, but can be bested just as easily. Consume another Kebab Sandwich after the second fight and top off Yuri's HP at the start of the battle with Johann. Launch a ferocious offensive assault to win the battle quickly and move on to the championship fight.



IT'S THE TITLE BOUT!

Yuri is in the final round, but could never have dreamed it would require him to face off against Flynn. It turns out they've both been set up—Flynn hasn't turned traitor—and aren't really going to fight one another to the death. Put on a good show for the audience by mixing in some chain attacks with the occasional arte attack. Don't use your Over Limit just yet, though! Another surprise entrant is on his way!

ZAGI



ZAGI

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
30	60000	840	408	469	345	233

RESISTANCE	WEAKNESS
N/A	N/A

Yuri's party-mates aren't about to let him battle Zagi on his own (Flynn steps aside and stays out of this conflict). Zagi has greatly improved his powers since your last encounter with him, but it's possible to use his equipment against him.



Stand back and allow him to continuously charge his bodhi blastia time after time until it explodes. This makes defeating him far easier than it would be otherwise.



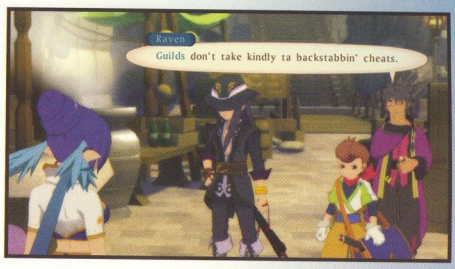
Have Estelle cast Resist and Barrier to protect the party and refresh everyone's HP and TP. Use a Limit Bottle or two if necessary, then use a Limit Duo and attack with a Burst Arte to really put a hurting on him. Look for Fatal Strike opportunities that Yuri and the others can exploit. Judith is a big help in this battle, as is Rita. So long as Estelle has plenty of TP to continue casting Nurse and keep everyone healthy, the party should win without trouble.

Secret Mission 8

Let Zagi absorb too much energy, destroying his bodhi blastia.

This is one of the easier Secret Missions to complete, as it simply requires that you hold back and not attack. Zagi raises his arm in the air to absorb aer multiple times early in the battle. Stand back and let him do it. He'll eventually soak up so much energy that the bodhi blastia explodes.

The fighting doesn't end with Zagi's defeat. Instead, all of the monsters that are typically caged within the Coliseum break free and begin prowling the arena. Engage the two monsters nearest Yuri's position and defeat them—Death Mantis and Wirbels—before gaining a chance to escape. Regaey double-crossed Brave Vesperia and now it's time to make him pay! Load up on items at the Fortune's Market (restock your supply of Magic Lenses) on the way out of town and head across the dock to enter the field.



Eastern Plains of Desier

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Wirbel	pg. 233	Beast	28	7265	140
Death Mantis	pg. 244	Insect	29	9100	109
Hawk	pg. 235	Bird	26	6150	113
Squirrigle	pg. 232	Beast	28	7814	151



The party exits Nordopolica on the Zadrack Peninsula and quickly finds themselves on the Eastern Plains of Desier. Follow the dirt road to the southeast while sweeping the camera back and forth to "paint" the in-game map with detail. Explore the plains and seek out each different species of monster. The beasts in this area drop numerous items that assist in cooking and synthesizing. The path leads to the Mother Cados Mountains and, more importantly, the cave within them known as the Weasand of Cados.

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Titane	pg. 228	Human	28	10020	150
Etain	pg. 229	Human	31	13450	246
Thunder Bat	pg. 236	Bird	28	6480	137
Beast Bear	pg. 234	Beast	30	9800	99
Spider	pg. 243	Insect	30	8450	128
Agaric	pg. 241	Plant	30	8270	176

AN AER-FILLED CAVE

The party follows Regaey into the Weasand of Cados and quickly mounts an attack against members of Leviathan's Claw. Dispatch the two Titanes first, then gang up on the stronger Etain in the back of their formation. The party has no choice but to pursue Regaey deeper into the cave, regardless of the dangers Karol believes to lurk within it.

There is but one major path through the Weasand of Cados, although there are essentially three areas of the cave. Take each of the spurs in the first area to obtain the items located in the chests and to strengthen the party through additional combat.

The exception to this is at the end of the first area. Do not take the lower path just yet (unless most of the party is at least level 31, in which case skim ahead to the Hermit Drill battle). Instead, follow the upper path to the second section of the cave and make a note to return to the lower path later.



THE WEASAND OF CADOS

Area Items

NO.	ITEM	LOCATION
1	Seal Bottle x3	First Area, Chest
2	Limit Bottle	First Area, Chest
3	Mighty Guard	First Area, Chest
4	Spike Bow	First Area, Chest
5	Verbena	First Area, Chest
6	8000 Gald	First Area, Chest
7	War Harpoon	Second Area, Chest
8	Aquamarine	Second Area, Chest
9	Avenger's Scoll	Second Area, Chest
10	Jiraiya	Second Area, Chest
11	Spine Ripper	Second Area, Chest
12	Silver Circlet	Second Area, Chest
13	Simple Tent	Boss Area, Chest
14	Silver Hat	Boss Area, Chest

CANCEL ITEM USAGE

There is a blue Save Point not far beyond the entrance to the third section of the cave. Use the Left Bumper to cancel all but the most essential item usage by the party members once you get close to this spot, so as to not waste them. The blue Save Points refill the entire party's HP and TP levels.



Follow the lower path inside the second section of the cave to the two chests, then return up and over the other route to continue on. The party encounters an aer-soaked roadblock, but a fateful intervention sees them past it. Explore the darkened corners and recesses of the cave at each fork—there are several chests tucked out of sight—and continue to the Save Point and onward to the third section of the cave. Fight up the hill to the blue Save Point and save your progress here.

A RETURN TO NORDOPOLICA?

Depending on the party member's experience level and their supply of items, this is a great time to invest in a slightly time-consuming trek back to Nordopolica. This journey may seem unnecessary, but it's a great way to earn a wealth of extra experience, items, and Gald. Doing so also allows the party to restock their supply of Magic Lenses and Gels, which will certainly come in handy on the other side of the cave.

This quick jaunt back to Nordopolica also allows the party to be really prepared for both the main story-related boss battle to come at the end of the cave, as well as the fight with the Hermit Drill in the lower area of the first section. Save your progress outside the Weasand of Cados, fighting back through the cave to the blue Save Point a second time, then return to the first area to take on the Hermit Drill.

HERMIT DRILL



HERMIT DRILL

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
34	73600	590	455	10	398	396

RESISTANCE	WEAKNESS

The Hermit Drill is a massive, well-armored beast that can extend its claws far wider than you might expect. It not only relies on its wealth of HP and ability to slash and trample, but also its spiky defensive shell. Coming into contact with the Hermit Drill—even when it is curled up inside its shell—not only causes intense damage, but sends the character flying through the air.



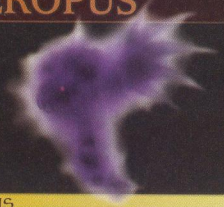
The best way to take care of the Hermit Drill is to make the best use of the Limit Duo (or Limit Trio if you have it) and Fatal Strikes. Instruct Estelle and either Rita or Raven to keep their distance from the beast at all times so only Yuri and Judith put themselves at risk. Give each party member, except Estelle, the order to attack with a Fatal Strike and gang up on the Hermit Drill whenever it's not huddled up beneath its shell.





Arguably the most important thing to remember when fighting the Hermit Drill is to avoid its Sleepy Bubble attack. Never stand in front of the mouth of the Hermit Drill! The bubbles it spews forth not only cause incredible damage, but can put the party member it hits to sleep.

PTEROPUS





PTEROPUS

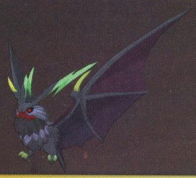
LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
33	66000	600	468	500	340	200

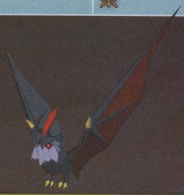
RESISTANCE	WEAKNESS

MAGIC BAT

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
33	6000	300	302	215	336	312

RESISTANCE	WEAKNESS





LEADER BAT

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
33	24000	500	422	385	303	106

RESISTANCE	WEAKNESS
N/A	N/A

ATTACK BAT

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
33	8000	100	332	322	225	150

RESISTANCE	WEAKNESS



The giant beast Karol had warned you about really does exist, only it's nothing like the monsters the party has encountered thus far. Prepare for the battle by equipping Yuri with the Aquamarine found earlier in the cave and by cooking up a meal that increases the magic defense of the party. The blue Save Point at the end of the third section of the cave is perfect for restoring the party's HP and TP levels.



Pteropus is actually a combination of numerous lesser bats that can break apart and reunite as one larger beast. The good thing about fighting Pteropus is that, if done correctly, you are never forced to fight the ghostly beast. Pteropus breaks apart into 10 or so smaller bats shortly after the start of the fight. At this time, the party need only destroy the Leader Bat to ensure that Pteropus never regains his formidable shape.

The Leader Bat flitters around the cave and can be difficult to strike due to the altitude at which it flies. Yuri can hit it by jumping and slashing out or by using the Shining Fang or Destruction Field attack. Fortunately, Judith (and Repede and Karol to a lesser extent) can easily reach it with their attacks and once it's been hit, it falls to the ground and can be struck numerous times without trouble.

Secret Mission 9

You defeated the Leader Bat and prevented Pteropus from recombining.

It's pretty hard to focus on the Leader Bat while the Magic Bats continue to douse Yuri with water, but you need to target the Leader Bat first. Edit the battle strategy so that everyone attacks the same enemy on which you focus Yuri. Defeat the Leader Bat before any of the others so Pteropus doesn't recombine.





The primary threat to the party throughout this battle comes from the Magic Bats in the form of their water-based Splash attack. It's imperative that at least one of the party members wear the Aquamarine and, if you can afford to do so, consider buying a second at the shop in Nordopolica. Fortunately, the Magic Bats are susceptible to light-based attacks and Estelle's Photon arte can inflict tremendous damage. Take out the Leader Bat, then set to using Photon to take care of the remaining bats.

Western Desert

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Cactus	pg. 240	Plant	30	8080	176
Green Spider	pg. 243	Insect	31	9260	132

The Weasand of Cados exits into a small patch of sandy desolation known as the Western Desert. The enemies here, as you might expect, are resistant to fire and put up a fairly decent fight. The town of Mantaic is just ahead, but the party should spend some time fighting the Green Spiders and Cacti of the area to build up some extra Gald and experience for the long journey ahead. Just be sure to equip any Paralysis Wards that you might have before fighting the Green Spiders, as they have a very nasty bite!



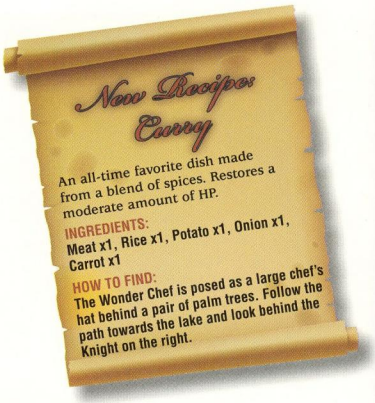
THE DESERT OASIS, MANTAIC

Fortune's Market "Mantaic"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Spine Ripper	Main Weapon	4700
Celtis	Main Weapon	5200
Nova	Main Weapon	4800
Full Metal Staff	Main Weapon	4900
Jiraiya	Main Weapon	4450
Silver Helm	Head Armor	1700
Silver Circlet	Head Armor	1550
Silver Hat	Head Armor	1350
Silver Guard	Body Armor	4000
Silver Cloak	Body Armor	4400
Silver Protector	Body Armor	3950
Flare Cape	Accessory	2000
Aqua Cape	Accessory	2200
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Cabbage	Ingredient	50
Carrot	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Potato	Ingredient	30
Rice	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20
Milk	Ingredient	20
Miso	Ingredient	150

THE WIND-SWEPT OASIS

Mantaic is a beautiful little town perched alongside a rare lake at the entrance to the Sands of Kogorh. The town is currently inundated with Imperial Knights whose job it is to enforce a city-wide curfew that prohibits town residents from talking to travelers. Don't even bother trying to get any information out of them, as they'll just threaten or ignore you.



FORWARD, INTO THE DESERT



Speak with each of the party-members scattered around the city, stock up on supplies at the Fortune's Market stall, then head to the Antares inn. Talk to the innkeeper about spending the night—he'll agree to get some provisions together for the trip. The party is in a bit of turmoil and has many mixed-feelings about how to proceed with Estelle's quest, but the canteens provided by the innkeeper in the morning will at least help keep them alive in the desert.

EQUIP THE CANTEENS

Enter the Character Status screen and equip the canteen attachments that were provided to the 7 party members. Each character's appearance changes as they find a way to carry the canteen with them.

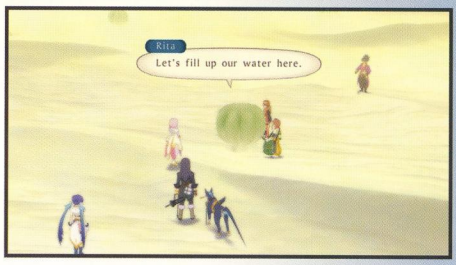


THE MAGISTRATE'S UNREASONABLE DEMANDS

Head to the lake before leaving for the Sands of Kogorh. The two kids the party encounters on the way back up the path reveal additional information about the goings-on around town and also provide Brave Vesperia with an additional quest. Exit the town through the western end of the main road to step directly into the Sands of Kogorh.

WHERE THE CACTI GROW

The Sands of Kogorh is a most inhospitable place. The blinding sands seem to stretch on forever in each direction, thus making navigation a bit tricky. Additionally, the party must monitor their water consumption and refill their canteens at the many cacti in the area. Doing this is as simple as using the Sorcerer's Ring on any of the bulbous cacti, but they aren't always so close together so the party must fill up whenever they can!



The general direction of travel through the Sands of Kogorh needs to be from south to north (i.e. up the screen) but there are a number of chests containing valuable weapons and items to find. Zigzag back and forth across the middle of each area, then follow the outer-most edge of the area in a loop. Many of the chests are along the edge of the area, so following the boundary wall will help you find them.

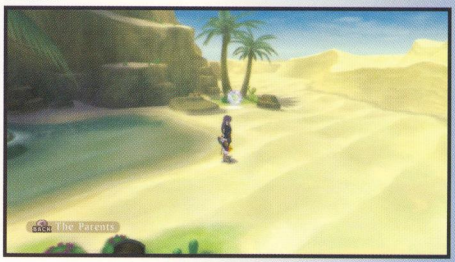


As with any real desert, the Sands of Kogorh turn from a blazing hot furnace during the day to a rather chilly, dark landscape at night. That's when the water-loving creatures come out to play! Equip any fire-based weaponry or equipment when the sun goes down to inflict greater damage on these creatures of the night.

MORE THAN FIRE AND WATER RESISTANT

Some of the creatures lurking in the Sands of Kogorh are not only resistant to damage from certain elemental attacks, but they actually regain HP when hit with them. Never use a fire-based weapon or arte against the Fire Spirit. Similarly, don't use any water-based attacks against the Ice Spirit. Doing so actually helps these creatures regain lost HP and make the party's job even tougher!

Forge ahead through the desert to the northern end of the first area to reach a small oasis with a blue Save Point and several chests. Rest here, save your progress, then continue on into the second section of desert.



THE SANDS OF KOGORH

AREA ITEMS

NO.	ITEM	LOCATION
1	Flamberge	First Area: SE Corner, Chest
2	Stinger	First Area: SW Corner, Chest
3	Stone Bottle x3	First Area: Center, Chest
4	Limit Bottle	First Area: NW Corner, Chest
5	Mizuchi	First Area: North End, Chest
6	Phoenix Guard	First Area: NE Corner, Chest
7	Rapid Shot	Oasis, Chest
8	Air Stone x3	Oasis, In Water
9	Riot	Oasis, Chest
10	Silver Circlet	Second Area: East, Chest
11	Lemon & Pineapple Gels	Second Area: Center, Chest
12	Striped Ribbon	Second Area: SW Corner, Chest
13	Flare & Aqua Capes	Second Area: North End, Chest
14	Glowing Ribbon	Second Area: NW Corner, Chest

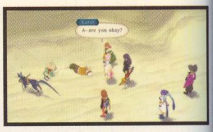
ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Cactus	pg. 240	Plant	30	8080	176
Green Spider	pg. 243	Insect	31	9260	132
Firebird	pg. 236	Bird	31	8060	197
Firebat	pg. 236	Bird	31	7676	140
Red Roper	pg. 239	Magic	33	8520	127
Fire Spirit	pg. 238	Magic	31	7272	189
Blue Roper	pg. 239	Magic	33	8240	188
Superstar O	pg. 239	Magic	36	12475	150
Ice Bat	pg. 236	Bird	32	7200	118
Ice Spirit	pg. 238	Magic	32	8460	186
Dryad	pg. 241	Plant	32	9989	186

The second area is a bit larger, and also a bit more irregular in shape, but the same plan works well. Zigzag back and forth across the center of the area to sweep up any chests, then follow the perimeter around the area while gradually moving to the northwest corner.

Medusa Butterfly

The massive Medusa Butterfly (Level 45 with 117,200 HP) is found near the southwest corner of this area. It is a devastatingly powerful Giganto Monster that should be left undisturbed until each of the party members are at least at Level 37 or higher. Even then, it still poses a challenge in battle. Ignore the Medusa Butterfly for now. It's an optional boss battle that you can fight on the way back to Mantaic.



The parents of the two children in Mantaic are found in the northwest corner of this area. They're not in good shape, but it only takes a little bit of water to revive them. Use the blue Save Point in this area and ready the party for battle. Continue northward out of this area when ready.

OUTBREAKER



Outbreaker

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
35	78925	660	498	505	314	108

RESISTANCE	WEAKNESS
/ (at night)	/ (at night)

The Outbreaker is a ghostly fish-like creature that flies above the ground and attacks with a number of physical and magical attacks. Its primary attacks are physical—it slaps with its tail and flippers—but it can also emit a powerful energy ray, a rapid fire series of projectiles, an ear-piercing sonic attack, a watery flood attack, and it can also force a volcano to rise up underfoot!





The thing that makes the Outbreaker most dangerous however is its ability to change night to day (and day to night) and also regain large percentages of its HP. Whenever the Outbreaker receives substantial damage it extends the magical core it holds within it.



This core hovers above the ground for roughly three seconds while the Outbreaker casts either its Moonshine or Sunrise spells. These spells change the time of day and feed energy to the core. When the Outbreaker retracts the core, it regains several thousand HP. The closer it is to dying, the more it will try to heal itself through the use of its core.

Secret Mission 10

Destroyed the core and prevented magic from inverting day and night.

When attacked heavily, the Outbreaker extends the magical core it carries and changes day to night and vice-versa. Rush to the core's shadow on the ground beneath it and use an aerial arte to attack it. Continue doing this until the core has been destroyed, but you must destroy the core before defeating the Outbreaker to earn this Achievement.

Defeating the Outbreaker is not terribly difficult provided you take a hands-on approach to the attacks your party uses. Attacking the Outbreaker with fire-based weapons or spells during daylight actually heals the creature instead of damaging it. The same is true for using water-based attacks at night. To prevent having to constantly switch weaponry, set everyone up with neutral equipment. Consider turning off any fire- or water- based artes that other party members have or, instead, take matters into your own hands and manually cast each elemental artes attack before the Auto-controlled character can. Either way, the best way to defeat it is to destroy the magical core so it can no longer heal itself. Once that's been done, maintain a steady stream of attacks and use Over Limits and Fatal Strikes every chance you get.



THE HEARTLAND TOWN, YORMGEN

AREA ITEMS

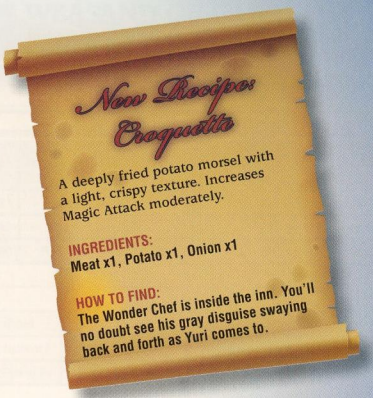
NO.	ITEM	LOCATION
1	Hour Glass	Inn, Left Bed
2	All-Divide	Inn, Dresser
3	Limit Bottle	Outside Inn, Chest
4	Simple Tent	Ocean Deck, Chest

GENERAL STORE "POLARIS"

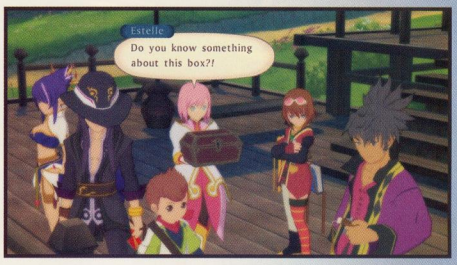
ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Resist Ring	Accessory	6000
Protect Ring	Accessory	6000
Diamond	Accessory	10000
Amethyst	Accessory	10000
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Cabbage	Ingredient	50
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Carrot	Ingredient	40
Onion	Ingredient	30
Tomato	Ingredient	40
Potato	Ingredient	30
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20

A LEGENDARY UTOPIA

Yuri and the others have no recollection of how they arrived at the inn in this strange town, but they're thankful to be alive and that's no lie. Have a look around the inn for valuable items and a new recipe, then head outside to talk with the others.



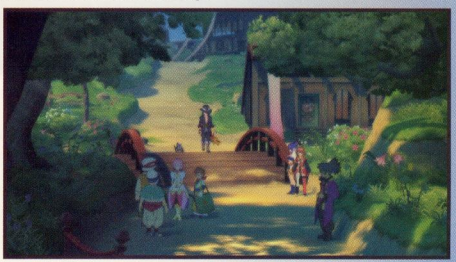
Load up on supplies at the general store—the party should have a wealth of Gald from their trip across the desert—and head up the path to the deck near the ocean. Speak with the woman looking out to sea to learn about the Clear Ciel Crystal the party retrieved from the Atherum.



A BROKEN CLEAR CIEL CRYSTAL

Continue up the path to the Sage's Residence and speak to the man inside about the crystal, which he says is really an apatheia—crystallized aer lacking the formula needed to become a blastia. The conversation doesn't center on the crystal for long, however. The man in the Sage's Residence has a wealth of information to share about Estelle and the creature known as Phaeroh.

The party agrees to spend one more night in Yormgen before returning to Nordopolica. Return to the Sage's Residence to speak with Rita, then make the rounds and speak to each of the others before heading to the inn. You must attempt to exit the town in order to find Judith who, as usual, had gone for a walk. Spend the night at the inn, then exit the town via the path over the bridge.



East Father Muzaeli Mountains

SANDS OF KOGORH

Enemy Encounters

NAME	APPEARANCE	TYPE	LV.	HP	TP
Cactus	pg. 240	Plant	30	8080	176
Green Spider	pg. 243	Insect	31	9260	132
Swordbeak	pg. 237	Bird	32	9280	149
Deadwreath	pg. 240	Plant	36	12475	206

Exit the town of Yormgen and use the map in the upper-right hand corner to explore the area to the north. There are several dead-ends in this area, but also a few monsters the party wouldn't encounter otherwise, so have a look around. Return to Yormgen to save and to resupply, then venture back across the Sands of Kogorh to Mantaic.

An Oasis Respite

Cross the northern section of the Sands of Kogorh to the oasis and use the blue Save Point to refill the party's HP and TP levels. The green gaseous orb near the Save Point can be used to whisk the party to the southern exit near Mantaic.

MEDUSA BUTTERFLY



Medusa Butterfly

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
45	117200	320	643	612	555	348

RESISTANCE	WEAKNESS
N/A	N/A



The Medusa Butterfly is a monstrous creature with incredible range. The length of its front pinchers and its stinger-equipped tail are so great that you must use the formation commands to pit Estelle and your magic user at the edge of the battle area and insist they maintain their distance at all times. Consider pairing Estelle with Raven since he has a helpful blend of healing and strike artes and can help keep Yuri and Judith in one piece.



The best way to go about fighting the Medusa Butterfly is with a heaping dose of aggression. Employ brute force aggression with frequent use of Over Limits and Burst Artes—preferably with Altered Artes—to keep the beast stunned and on the defensive. Consume Limit Bottles to keep the Battle Spirit gauge topped off, but don't wait around for Duo or Trio Limits unless the party is at a higher level.

It's possible to keep the Medusa Butterfly on the defensive for much of the fight, but it will occasionally attack with an Over Limit of its own. The party can't afford to allow this massive insect to chain consecutive attacks together, so use the Hourglass found in Yormgen to freeze it in place. Medusa Butterfly also attacks by emitting a Stone Powder from its mouth. This attack can petrify anyone caught in the cloud of dust. Protect Yuri by equipping the World Charm if possible, otherwise have a number of Stone Bottles on hand.



MANTAIC

OPPRESSION HITS A SPEED BUMP

Brave Vesperia returns to Mantaic just in time to help delay the next oppressive wagon trip into the desert. Head to the inn to get some rest and so the party can discuss the current situation. Yuri sneaks out into the night to do what he thinks must be done, but his actions during the night don't go unnoticed.

K TO THE Z, MOOOO!

Run through the arch to the right of the inn's main entrance to find a little creature called Kowz in the courtyard. He's a strange chap, indeed, but can convert an Apple Gel into a bottle of Milk. Is there more to his existence than this? Time will tell...



Don't leave Mantaic just yet! First go around the town to talk with each of the residents, particularly the family Brave Vesperia helped save in the desert. The parents offer an **Hourglass** as a reward and Judith returns the Glass Marble to the children.

GUILD WORK

PROOF OF FRIENDSHIP

Talk to the Union Outpost representative near the lake in Mantaic to take on the job of delivering goods for Yu Seron. Yu has red hair and is near the inn. He needs a parcel delivered to Nobis Celestial, a man believed to be traveling to one of the cities on Tolbyccia or Desier. Nobis spots the Comrade Crest and call out to the party with the phrase, "A fiery soul into a sea of flames."



Locate Nobis at the Inn in Capua Torim and deliver the Book of Friendship to him. Return to Yu Seon in Mantaic to collect your reward.

THE WEASAND OF CADOS

AREA ITEMS

NO.	ITEM	LOCATION
1	Sinclair Saber	Entryway, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Quietta	pg. 234	Beast	34	10603	142
Knight Catcher	pg. 226	Human	34	10234	135
Thunder Bat	pg. 236	Bird	28	6480	137
Spider	pg. 243	Insect	30	8450	128
Agaric	pg. 241	Plant	30	8270	176
Knight Guard	pg. 226	Human	32	10456	169
Knight Halberd F	pg. 227	Human	34	11064	125
Knight Fencer F	pg. 226	Human	34	10603	142

A BLOCKED WINDPIPE

The Flynn Bridgade has implemented a blockade around Nordopolica and has sealed off the Weasand of Cados from those trying to get in or out. Since this is the only way back to Nordopolica, the party has no choice but to sneak past the guards and push on through the cave anyway. The cave is crawling with various members of Flynn's command, in addition to more than a few large horse-like creatures known as Quietta. The Imperial Knights have domesticated these wild beasts and use them in battles, so be on guard. The Quietta's kicks are worse than their bite!



Raven helps the party slip past a few obstacles at the far end of the cave. Return across the plains to Nordopolica.

THE COLISEUM CITY, NORDOPOLICA

FORTUNE'S MARKET "NORDOPOLICA" (NEW INVENTORY)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Damascus Sword	Main Weapon	4000
Zaghnal	Main Weapon	4200
Perfect Green	Main Weapon	3800
Snipe Xiphos	Main Weapon	4400
Trident	Main Weapon	3600
Takemikazuchi	Main Weapon	3900
Knight Helm	Head Armor	1450
Headdress	Head Armor	1180
Blue Ribbon	Head Armor	1300
Knight Armor	Body Armor	3470
Mighty Guard	Body Armor	3150
Metal Jacket	Body Armor	3000
Hard Leather Coat	Body Armor	2900
Poison Ward	Accessory	3000
Paralysis Ward	Accessory	3000
Stone Ward	Accessory	5000
Drain Ward	Accessory	5000
Iron Leggings	Accessory	1200
Garnet	Accessory	8000
Aquamarine	Accessory	8000
Opal	Accessory	8000
Ruby	Accessory	8000
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Tuna	Ingredient	80
Mackerel	Ingredient	40
Scallop	Ingredient	60
Salmon	Ingredient	40
Squid	Ingredient	40
Shrimp	Ingredient	40
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Tomato	Ingredient	40
Potato	Ingredient	30
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20
Milk	Ingredient	20
Kelp	Ingredient	20
Tofu	Ingredient	20
Miso	Ingredient	150

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Grain	pg. 226	Human	34	9900	188
Rye	pg. 227	Human	35	11500	130
Barley	pg. 228	Human	36	13300	177
Orge	pg. 228	Human	35	11860	146
Pepe	pg. 228	Human	34	10087	151
Ail	pg. 229	Human	36	9834	228

AUDIENCE WITH THE DUCE

Get some rest at the inn in town, then head up the stairs to meet with Belius. She isn't what the party was expecting, but proves to be a honorable and reasonable Duce. Unfortunately for her, she's also an Entelexia and the Hunting Blades guild have come to slaughter her, as well as all the other monsters in the Coliseum. Belius asks for Brave Vesperia to rush to the Coliseum to help her assistant, Natz.

Fight through the various members of the Hunting Blades on the stairs leading back down from Belius's Room and enter the Coliseum. Several more lesser members of the Hunting Blades attack, but Yuri and company can put them down with plenty of strike artes and a steady barrage of chained attacks. The fighting continues until Belius crashes through the ceiling with Tison. She's hurt and Estelle only makes it worse.



BELIUS



BELIUS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
38	96000	700	505	500	796	369

RESISTANCE	WEAKNESS



Belius doesn't want to fight Brave Vesperia, but Estelle's attempt to heal her has done her tremendous harm and now she must be destroyed in order to end her suffering. Although she will strike out at Yuri and the others, she doesn't try very hard to defeat them. In fact, she's pleading for their quick success. Unfortunately for the guild, she's lost much control of her body and can't control her violent actions.

Use an Over Limit as soon as the fight begins to deplete her large amount of HP right away. Belius offers up frequent Fatal Strike opportunities, so be ready to press the Right Trigger at any time! The whole party should be able to get in plenty of hits and really expand the length of the chain. Just try to stay on the side of her when possible to avoid being slapped or kicked.



BELIUS (DOUBLE)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
37	72000	400	480	490	460	321

RESISTANCE	WEAKNESS



While straightforward at first, the fight gets more complicated once Belius has been reduced to 72,000 HP. She conjures up an illusion that resembles her true self, thereby making it hard to tell which Belius is the real one. Fortunately, this illusion can only persist in darkness. Rather than trying to defeat both the real and fake Belius, use Yuri to reignite the four candles placed around the arena. Target the candlestick and use the Destruction Field arte to ignite the candle. Light all four candles to dispel the illusion.

Secret Mission 11

You lit up all the candlesticks and eliminated the illusions of Belius.

Use Yuri's Destruction Field arte to relight the four candles once the Belius (Double) appears. This is Yuri's only fire-based arte and is the only one that can light the flames.

The battle gets much tougher the closer Belius is to dying. Instruct the party to focus on healing and use Estelle's various support artes to increase Yuri's and Judith's attack and defense ratings. Still try to keep to the side of Belius at all times to avoid her attacks. Remember to use an Hourglass or Limit Bottles if things start to get desperate.



The party flees the arena following the battle with Belius. Quickly stop at the Fortune's Market shop to resupply and to pick up any new weapons or armor that catches your fancy. The party decides to flee the continent of Desier by ship and head for Dahngrest. Save your progress, then head across the dock to the ship.

THE CHILD OF THE FULL MOON

The Story So Far...

The party's decision to form a guild named after the star Brave Vesperia has paid dividends. They used what little notoriety they have to secure a ship and to take on several assignments. The guild offers many things to this band of travelers, not the least of which is a sense of structure and accountability within the group. Although they've yet to complete the first task given them—to bring Estelle to meet Phaeroh—they succeeded in helping many who deserved their assistance, and punished those whose actions required a harder approach. Most importantly of all, this newly-formed guild has gotten themselves mixed up in what has the potential to be a massive war between the guilds, the Imperial Knights, and a formidable breed of monsters known as the Entelexeia.

Chronologic Synopsis

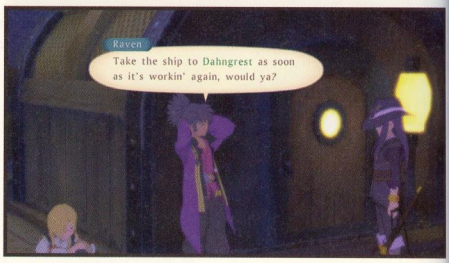


Zadrack Peninsula

HOPE AND GLORY, FIERTIA

THE FIERTIA ADRIFT

Flynn meets the party on the docks of Nordopolica and Yuri's vigilante secrets were revealed to the rest of the party. This only served to cast a darker shadow over the already gloomy guild. Judith set to making the sadness even worse by setting the Fiertia adrift on the ocean before departing on Ba'ul. Get some rest in the cabin then head out on the deck and talk to each of the party members. Rita eventually succeeds in fixing the Fiertia. Set sail for Dahngrest on Tolbyccia as soon as she does—the guild must deliver the apatheia to Don Whitehorse. Sail the ship into the bay at the south side of the continent and head north on foot to the city.



THE DEN OF GUILDS, DAHNGREST

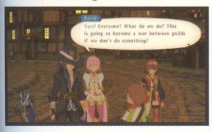
AREA ITEMS

NO.	ITEM	LOCATION
1	Orange Gel	Tavern Sagittarius, Dresser

A TIME-WORN HERO

Raven, Harry, and Karol head off to meet with the Don and to explain the trouble Harry had caused. Have a look around the city, stock up on supplies, and retreat to the inn where Rita and Estelle are waiting. Get some rest; Raven wakes everyone the next day with news that Don Whitehorse may have left to hunt down Yeager at the Leviathan's Claw compound.

Karol stays behind to talk it out with the other guilds and try to keep them from starting a war. Exit Dahngrest to the west and cross the bridges near the forest-covered islands to the mansion in the northwest corner of the region.





THE MANOR OF THE WICKED

AREA ITEMS

NO.	ITEM	LOCATION
1	Gothic Plate	First Floor, Armor Suit
2	Lemon Gel	First Floor, Crates
3	7000 Gald	First Floor, Trunk
4	Grim Cardian	First Floor, Weapons Rack
5	Orange Gel	First Floor, Chest
6	Apple Gel	First Floor, Chest
7	Holy Bottle	First Floor, Table
8	Panacea Bottle	First Floor, Bookshelves
9	Gothic Guard	Second Floor, Barrels
10	Ruby Wand	Second Floor, Chest
11	Magic Lens x5	Second Floor, Planter
12	Crimson Axe	Second Floor, Bed
13	Limit Bottle	Second Floor, Dresser
14	Stone Slasher	Second Floor, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Plomb	pg. 228	Human	37	11250	156
Fer	pg. 229	Human	39	12890	271

THE DEATHLY MANSION

The mansion is guarded both inside and out by a number of members of Leviathan's Claw. Equip any light-based weaponry or artes for use against the Plomb and Fer units and prepare for a wealth of battles. Target the Fer henchmen first in battle so as to avoid their rapid-fire crossbow attacks. Don Whitehorse is on the second floor of the house with Yeager, but there's no reason to hurry after him.

The two floors of the mansion are nearly identical in layout. Spend some time poking around the crates and barrels for items and search every one of the rooms on the ground floor before heading upstairs. Use the Save Point on the second floor, gather up the items in the hallway, and head down the hall to the room at the end.



WICKED SHOWDOWN



Yuri and the others arrive in time to catch the final negotiations between the Don and Yeager, but it's to no avail. Yeager manages to escape with his twin sidekicks. The party can't stick around for long, as reinforcements are due any moment. Yuri hands over the apatheia from Belius before fleeing out the window after the Don. Head back to Dahngrest.

THE DEN OF GUILDS, DAHNGREST

FORTUNE'S MARKET 1 & 2 "DAHNGREST" (NEW INVENTORY)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Sinclair Saber	Main Weapon	6450
Rune Blade	Main Weapon	7000
Miotauros	Main Weapon	7100
Grim Cardian	Main Weapon	6300
Two Form Caestus	Main Weapon	7600
Crimson Phoenix	Main Weapon	6700
Battle Sword	Main Weapon	1750
Epee	Main Weapon	1540
Estoc	Main Weapon	2000

ITEM	CATEGORY	GALD
Compact Sword	Main Weapon	300
Iron Hammer	Main Weapon	1900
Sash	Main Weapon	640
Holy Raven	Main Weapon	1580
Duel Helm	Head Armor	2000
Striped Ribbon	Head Armor	1800
Holy Circlet	Head Armor	650
Gothic Plate	Body Armor	6300
Gothic Guard	Body Armor	6300
Gothic Cardigan	Body Armor	6300
Spiny Jacket	Body Armor	5900
Breastplate	Body Armor	2400
Battle Guard	Body Armor	2150
Witch Dress	Body Armor	2200
Thief's Cape	Accessory	750
Beef	Ingredient	100
Chicken	Ingredient	80
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Tomato	Ingredient	40
Potato	Ingredient	30

ITEM	CATEGORY	GALD
Peach	Ingredient	40
Apple	Ingredient	40
Strawberry	Ingredient	20
Banana	Ingredient	20
Rice	Ingredient	80
Bread	Ingredient	80
Egg	Ingredient	20
Milk	Ingredient	20

FALLEN STAR

The party returns to Dahngrest and explains the situation to Karol. Attend the public ceremony in the center of the city, then set out from the Guild Union HQ to look for Karol. He is outside the tavern at the west end of town. Speak with Karol, then return to the others and stock up on supplies for the journey to Mt. Temza. It's time to visit Judith.

RED LENSES FOR SALE

The party may not have much money to spend right now, but you should be able to sell at least a dozen or more Red Lenses after the raid on the mansion. The Plomb and Fer units drop a Red Lens in almost every battle so the party should have plenty of them. Sell them for 100 Gald each to get some extra money!

East Father Muzaeli Mountains

ENEMY ENCOUNTERS

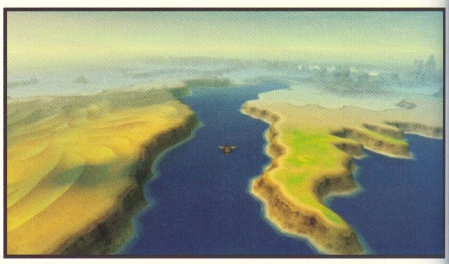
NAME	PAGE	TYPE	LV.	HP	TP
Swordbeak	pg. 237	Bird	32	9280	149
Axigle	pg. 246	Scale	33	10860	146
Sand Thief	pg. 227	Human	31	8600	99
Druid	pg. 229	Human	34	8212	223

MT. TEMZA

AREA ITEMS

NO.	ITEM	LOCATION
1	Tent	Main Path, Chest
2	Red Sage	Crater Trail, Chest
3	Saffron	Crater Trail, Chest
4	Lemon Gel	Main Path, Chest
5	Crimson Phoenix +1	Main Path, Chest
6	Treat & Specific	Main Path, Chest
7	Melange Gel	Main Path, Chest
8	Grand Scepter	Main Path, Chest
9	Transform Bow	Main Path, Chest
10	Aries	Main Path, Chest
11	Tribal Guard	Main Path, Chest
12	Limit Bottle	Main Path, Pandor
13	Red Lavender	Main Path, Chest
14	Everblue	Side Trail, Chest
15	Feather Coat	Side Trail, Chest

Return to the Fiertia and sail back towards the Sands of Kogorh and the tiny town of Yormgen. A previously blocked path to the north of Yormgen has been cleared. Equip any Flare Capes or other fire-resistant equipment on hand and venture on foot to Yormgen. Resupply at this tiny hamlet and spend the night at the inn before setting off for Mt. Temza to the north.



ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Deadwreath	pg. 240	Plant	36	12475	206
Axigle	pg. 246	Scale	33	10860	146
Heavy Bottom	pg. 246	Scale	35	10269	201
Soya	pg. 227	Human	35	10456	155
Ail	pg. 229	Human	36	9834	228
Orge	pg. 228	Human	35	11860	146
Pandor	pg. 245	Inorganic	58	37000	363

THE DRAGON ON THE MOUNTAIN

The trail leading up the side of Mt. Temza is a lengthy, rocky path with numerous switchbacks and dozens of dangerous enemies. There are only two short side-trails on the trail so getting lost is all but impossible. Many of the creatures in this area are resistant to fire-based attacks. Take advantage of their weaknesses by equipping water- or wind-based equipment. As with the Druids and Sorceresses encountered earlier, make every effort to tackle the Ail magic users first, else they will wreak havoc on the battlefield with their magic.

RETURN TRIP REQUIRED

The chests visible behind the large spiky rocks can't be reached just yet. You must return at a later time to collect their riches once the Sorcerer's Ring reaches Level 3.

HEADING FOR THE SUMMIT

Explore the trail cutting across the crater at the base of the mountain, then continue the ascent towards the bridge near the Save Point roughly halfway up the mountain. The party encounters Judith in this area.

Have a look around then follow her up the mountain to the cave where Ba'ul is resting. Use the blue Save Point at the bend in the trail and continue up the path to learn all about the Hermes blastia and the role the Entelexeia played in the Great War.





JUDITH'S RETURN

Judith rejoins the party to help protect Ba'ul from the Hunting Blades. Equip her with the Tribal Guard that was found on the mountain trail. You must include her in the active battle party. Team her with Estelle, and Raven. If possible, equip either Estelle or Raven with the Emerald Ring so they won't be a drain on your supply of Orange Gels.

NAN & TISON



NAN

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
38	57890	1400	456	408	343	335

RESISTANCE	WEAKNESS
N/A	N/A

TISON

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
39	71258	1080	521	500	376	225

RESISTANCE	WEAKNESS
N/A	N/A

Tison and Nan have very different fighting styles, but both are fast and possess the ability to attack in quick succession, from considerable distance. Adjust the battle tactics so that Yuri and Raven take on Tison while Estelle and Judith battle Nan. Ganging up on one of the enemies leaves the other one free to interrupt your party's casting and use of Over Limit so it's best to divide and conquer.Tison fights with his fists and darts around the battlefield in quick bursts. His most devastating attack is a punch he sends through the ground that transforms into a magical green hand that grabs its target and shakes it to and fro.

Nan has a similar attack. Watch for Nan and Tison to get their hands stuck in the ground and run in and knock them over with a sword or axe. This is a great way to score a cheap hit and help earn an Achievement. Tison also possesses what is known as a Mystic Arte attack that is far more powerful than any attack Yuri has at this point. Unless you can use an Hourglass to stop him in his tracks, run away and hold the B Button to defend against it.







Secret Mission 12

Timed your strikes between Nan and Tison's attacks to knock them down.

Nan and Tison each have a powerful ground-penetrating magic attack that causes their weapons and arms to be briefly stuck in the ground. Back away from whichever of the two you're currently fighting and wait for them to get stuck in the ground. Dash forward and hit them with a normal strike to knock them over. You must do this for both Nan and Tison to get the Achievement.

The speed at which both Nan and Tison move makes any sort of choreographed strategy tough to implement. Consider holding a defensive stance for much of the battle until you're ready to trigger an Over Limit, then unload on them! Use Limit Bottles to fill the Over Limit for a Duo or Trio attack. Just save enough TP before trying to chain base and arcane artes together.



THE BIRD OF THE DESERT

Explore the path to the left of the cave to collect the items from the chests, then head into the cave to check on Ba'ul. Estelle reveals her compassion differently with this member of the Entelexeia so as to not kill it and Ba'ul reacts in kind. Not only is he healed, but the party can now use him to fly anywhere they wish to go! First stop, Phaeroh's Crag!

TAKING TO THE AIR

Ba'ul has a harness that carries Brave Vesperia and their trusty ship, the Fiertia, beneath it. Press the A Button to have Ba'ul set the party down either on flat ground or on the water. Push the Left Stick Button to call for Ba'ul with the horn Judith provides when you want to be picked up. Steering Ba'ul is just like captaining the Fiertia—just watch the shadow beneath it to judge what you're flying over.

Use Ba'ul to fly over the center of the Sands of Kogorh—it is between the two pink dots on the mini-map noting the two entrances to the Sands of Kogorh. Have Ba'ul set down the party near the gray rocks in the center of the desert.



THE SANDS OF KOGORH, PHAEROH'S CRAG

THE TRUTH OF THE FULL MOON CHILD

Follow the winding path up the crag to Phaeroh's home so Estelle can finally have her long-awaited meeting with this most-powerful of the Entelexeia. Phaeroh isn't nearly as patient or understanding as Belius or Ba'ul, but Brave Vesperia, with the help of Judith, are able to convince him to give Estelle the opportunity to find another way of controlling the consumption of aer.

Back on board the flying Fiertia, Judith proposes a trip to Aspio. She recalls a city known as Myorzo that is believed to be the origin of the Krityan race, the folks who first invented blastia. The mages at Aspio must know where this lost city of Myorzo is located.

PAINT THE MAP



The great thing about having the ability to fly now is that you can use Ba'ul to explore as much or as little of the map as you want. Fly around over the continents to fill out the map (press the X Button while flying to view a large map overlay) and to land near the many Search Points to collect a wealth of synthesis materials. Just be careful where you go, as the monsters in some areas might be too tough for Brave Vesperia to handle.

Peyoccia Plains

THE CITY OF SCHOLARS, ASPIO

The party meets outside the entrance to Aspio to discuss the punishment for not following the rules of the guild. Karol decides that all three members (Repede excluded) are guilty of one violation or another. Their punishment is to search Aspio for a Krityan while the others rest at Rita's house.



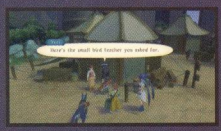
Use the Special Flag to make Judith the leader of the party and head up the stairs to the large circular landing. There is a Krityan researcher on the left-hand side and he'll only talk about Myorzo with a fellow Krityan. He reveals the entrance to Myorzo to exist in a place known as Egothor Forest, on the continent of Hypionia, to the south. The Krityan hands over the **Guide Bell to Myorzo** which must be rung to gain entrance to the city. Join the others at Rita's hut and tell them the good news.

The party has some time to do some exploring. Consider filling in more of the map with Ba'ul. This is also a good time to tackle the next Guild Work assignment. This is all optional, however. If you want to continue with the story, fly south to Hypionia.

GUILD WORK

LOST MEMENTO

Talk to the bartender at the Sagittarius tavern in Dahngrest to learn about a woman at the inn who lost a family heirloom. Head to the inn down the street and speak with Rhianna Kale about her lost necklace. The necklace fell into the river near the bridge. Go to the bridge to inspect, then head to the Laborer's Camp at the base of Heliord. Bring a Small Bird Feather and trade it for the Everlight Necklace with the woman in the red and brown dress.



Return to the inn at Dahngrest to hand over the Everlight Necklace to Rhianna Kale. Raven doesn't win the woman's affections, but her fiancée is happy to see the necklace returned.

EGOTHOR FOREST

AREA ITEMS

NO.	ITEM	LOCATION
1	Panacea Bottle	Main Path, Chest
2	Gaia Cleaver	Main Path, Chest
3	Magic Lens x5	Main Path, Chest
4	Mythril Helm	First Peak, Chest
5	Tent	Upper Bridge, Chest
6	Queen's Whip	Second Peak, Chest
7	Limit Bottle	Second Peak, Chest
8	Life Bottle	Beyond Cave, Chest
9	3000 Gald	Beyond Cave, Chest
10	Mythril Circlet	Lower Trail, Chest
11	Mythril Boots	Lower Trail, Chest
12	Sage	River Trail, Pandor
13	Overdrive Warrior	River Trail, Chest
14	Lavender	Lower Trail, Chest
15	Red Saffron	Lower Trail, Chest
16	9000 Gald	Eastern Trail, Chest
17	Turquoise	Eastern Trail, Fake
18	Melange Gel	Third Peak, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Peepit	pg. 237	Bird	37	9036	144
Clukkit	pg. 236	Bird	38	10890	137
Filifolia Puff	pg. 240	Plant	38	9200	176
Nuggethopper	pg. 244	Insect	39	13566	140
Insect Plant	pg. 240	Plant	39	18563	211
Knight Halberd A	pg. 226	Human	40	13600	126
Knight Bishop	pg. 229	Human	37	10002	309

THE FOREST SANCTUARY

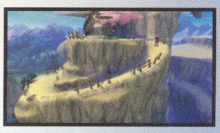
The members of Brave Vesperia don't arrive at the hilly Egothor Forest undetected. Fight up the main trail on the west side of the river while exploring the side paths in search of chests. Defeat the monsters en route and continue to the Royal Guard up ahead.



ATTACK THE ARTE USERS!

Adjust the battle tactics of your party so at least one or two other characters focus their attacks on arte users. This area is crawling with Knight Bishops, a powerful mage-like enemy that has the capacity to heal the other knights. Taking out the Knight Bishops first makes it that much easier to defeat the others.

There's no reason why Commandant Alexei's personal guard would be in this area, let alone attacking the Princess and her traveling partners. Worse yet, the hoplon blastia atop the peak is used to fire on the party. Estelle uses her power to absorb the blast, but it's clear they must disable these hoplon blastia if they're to survive the trip to Myorzo.



Ignore the first suspension bridge you encounter and continue the ascent of the first peak. Gather the items from the chest at the top then cross the upper suspension bridge to the east. Follow the spiraling path uphill to the first of two hoplon blastia. Disable the blastia then return the way you came and cross the lower suspension bridge.

Explore the short paths beyond the bridge and proceed through the cave to the east. This next area has a Save Point and also many branching paths. Avoid the Giganto Monster downhill to the east—it's level 62, so it's best not to disturb it just yet—and follow the looping lower path back to the river to the west where several valuable items are found.





BRUCIS SHOULD WAIT

The Giganto Monster at the crossroads in Egothor Forest is known as Brucis. It's a level 62 beast with 396,000 HP. There's no need to battle this creature just yet. Wait until each of the party members are level 55 or higher, then make a special trip back to hunt it down.



A CURIOUS SHADOW

Carefully explore the other trails around the Giga monster before returning to the Save Point. Follow the uppermost trail to the second hoplon blastia and additional members of the Royal Guard. Take out the Knight Bishop first, then set to destroying the Knights. Yuri and the others must fend off several waves of foes while Rita deactivates the hoplon blastia. She eventually succeeds and Judith immediately uses the bell she was given to call for the city of Myorzo, a long-lost city entombed within the body of a jellyfish-like Entelexeia.



THE HOME OF THE KRITYA, MYORZO

AREA ITEMS

NO.	ITEM	LOCATION
1	Barrier	Landing Platform, Rubble

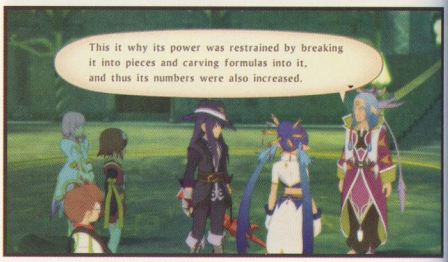
GENERAL STORE "DENEB"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Shadow Fang	Main Weapon	9300
Mythril Sword	Main Weapon	9650
Gaia Cleaver	Main Weapon	9000
Queen's Whip	Main Weapon	8700
Dark Crystal	Main Weapon	8800
Tribal Guard	Main Weapon	7000
Stone Slasher	Main Weapon	6900
Mythril Helm	Head Armor	2700
Mythril Circlet	Head Armor	2400
Hunting Beret	Head Armor	1900
Mythril Gauntlet	Body Armor	7200
Mythril Guard	Body Armor	7800
Mythril Cloak	Body Armor	7000
Mythril Protector	Body Armor	6700
Wind Cape	Accessory	3000
Earth Cape	Accessory	3400
Resist Ring	Accessory	6000
Protect Ring	Accessory	6000
Mythril Boots	Accessory	3000
Diamond	Accessory	10000
Amethyst	Accessory	10000
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Carrot	Ingredient	80
Onion	Ingredient	30
Radish	Ingredient	40
Shiitake	Ingredient	50
Potato	Ingredient	30
Napa Cabbage	Ingredient	40
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20
Milk	Ingredient	20
Tofu	Ingredient	20

CITY OF SECLUSION

Fly Ba'ul out to the floating city of Myorzo and step out onto the landing platform. Go through the entrance tower to meet with the Elder who lives up to Judith's description. He invites his human guests to wait for him in his house while he continues his daily walk. His house is up the stairs on the left, but you should first visit the general store on the right.

The party should have acquired a wealth of money during their trip through Egothor Forest. Use this to outfit the entire party in Mythril-based armor and purchase any other accessories or weaponry you desire. Brave Vesperia will be expanding on their riches again soon enough.





BRINGER OF THE CATACLYSM



Climb the stairs on the left to the red-roofed house and wait for the elder to return. He reveals a mural on the wall that shows the story behind the Kritya, blastia, and of course the Entelexeia and Child of the Full Moon. The party goes over everything they learned and tries to make enough sense out of it so as to form a plan of what to do next.

TWO GO MISSING

The party was so busy discussing all they learned that they didn't notice that Raven and Estelle have gone missing. Make a quick search of the city—stop and use the Save Point in the guest house—then return to the landing platform to rejoin the others. The elder points out an activated warp blastia that the two must have used. Judith senses that they might have traveled to Yormgen, near the Sands of Kogorh.

THE HEARTLAND TOWN, YORMGEN

THE COMMANDANT EXPOSED!

Yormgen doesn't at all resemble the oasis the guild visited so recently. Instead it looks as if it had been abandoned centuries ago. However, the party is not alone. Commandant Alexei is there, as is Flynn and his two assistants. Not surprisingly, Yeager is in town as well.



Alexei tells Yeager he's leaving for the Shrine of Baction on Hypionia, assuming Yeager will take care of Yuri and the others, but Yeager leaves too. The party must reach Baction quickly, but first take a minute to have a talk with Flynn about his role in Alexei's power-grab.

Hypionia

THE FORGOTTEN SHRINE, BACTION

AREA ITEMS

NO.	ITEM	LOCATION
1	Pineapple Gel	Outside Path, Chest
2	Life Bottle	Outside Path, Chest
3	Dark Bottle	Entrance Room, Chest
4	Lemon Gel	Entrance Room, Chest
5	Panacea Bottle	BF1, Chest
6	Holy Bottle	BF1, Chest
7	Lemon Gel	BF1, Chest
8	Twinkle Star	BF1, Chest
9	Limit Bottle	BF1, Chest
10	8000 Gald	BF2, Chest
11	Wind Cape	BF2, Chest
12	Magic Lens x5	BF2, Chest
13	Lottery Gel	BF2, Chest
14	Kylin	BF2, Chest
15	Simple Tent	BF2, Chest
16	Limit Bottle	BF2, Chest
17	Mermaid Cloak	BF2, Chest
18	Melange Gel	BF2, Chest
19	Mythril Gauntlet	BF2, Chest
20	Masakari Cleaver	BF1, Chest
21	Panacea Bottle	BF2, Chest
22	Lemon Gel	BF2, Chest
23	Heal Bracelet	BF2, Chest
24	6000 Gald	BF2, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Knight Fencer S	pg. 226	Human	42	15280	140
Knight Warrior	pg. 226	Human	40	13200	123
Knight Lancer S	pg. 227	Human	40	13225	123
Rabbio	pg. 234	Beast	39	10896	180
Bunwigle	pg. 232	Beast	38	8788	174
Uniceros	pg. 234	Beast	41	17006	195
Drillbeak	pg. 236	Bird	39	9826	140
Knight Bishop	pg. 229	Human	37	10002	309

MONSTER VS. MOBILE FORTRESS

The party arrives near Baction in time to see Alexei firing the massive Heracles cannon at the Entelexeia known to live in this area. Alexei's thirst for power is revealed when the guild enters the area and sees what he has done to Estelle.

SANCTUM OF THE SUBLIME

Brave Vesperia is saved from Alexei's attack by the most unlikely of people and is given an opportunity to continue their rescue attempt uninterrupted. Take a look around the exterior of the temple to find the two chests then head inside. Locate the chests in the main entryway and head down the ladder to the BF1.



KAROL GETS A PROMOTION

Now that Estelle and Raven are gone, you must assign healing responsibilities to Karol. Adjust the battle strategy so that he focuses on helping allies and takes actions that assist the others. Yuri must perform most of the combat responsibilities with Judith and either Rita or Repede while Karol runs around using his First Aid Smash ability.

Battle the enemies in the room with the ladder and head through the left doorway to find an eerily-similar room with another pair of exits. Judith hands Karol a map and pen and asks him to map the area for the party. Karol's map appears in the upper right-hand corner of the screen. Explore the area fully to uncover many chests. Every room has several monsters and enemies in sight. Make an effort to fight at least once or twice in each room to ensure that the party levels up at a steady rate.





HOLES IN THE WALL

Some of the room connections marked on the map are not doorways, but rather just a large hole in the side of the wall. There's nothing Yuri can do just yet (and neither Karol nor Repede can crawl through them) so just ignore them and continue searching.

Cross the bridge to the blue Save Point on BF1 and descend the stairs in the northwest corner of the floor to BF2. Fight to the southwest corner of BF2 to inspect the statue of Astal located there and continue south. Many of the following rooms are rather dark, but do contain several lanterns. Fire the Sorcerer's Ring at these lamps to light up the rooms for safer travel.

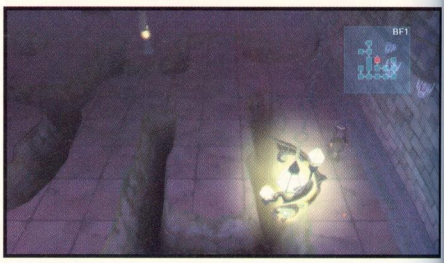
Continue eastward along the southern end of BF2 to the room with the massive seal and the Royal Guard. Rita won't be able to crack the formula on the door, but she won't need to. Duke arrives on the scene and hands the legendary **Dein Nomos** sword to Yuri. Dein Nomos not only possesses incredible statistical ratings, but can also quiet the aer—it's what Duke used to save them in Keiv Moc.





Continue the exploration of the area both to the east, then to the north through the previously-sealed door. The path spirals in a counter-clockwise direction to a stairway leading back up to BF1. Gather the items from each of the rooms off the main path, then ascend the stairs and head to the west.

The rooms in this section of BF1 are not only very dark, but contain large holes in the floor too. One wrong step forces the party to fall back to BF2 and retrace their steps. Carefully use the Sorcerer's Ring to light the lamps to help with navigating through this room. Continue north across the bridge to the room with the four chests. Pause to use the blue Save Point near the bridge before proceeding any further.



SCHWANN





Be aggressive with Schwann right from the start and use Over Limits and Burst Artes to inflict as much damage as possible. Rita and Judith help keep him off balance and allow Yuri to attack without interruption. Assign Karol the role of healer and utilize Rita's support artes as well. Use multiple Limit Bottles to fill the Battle Spirit gauge before using an Over Limit. This is important to do given Schwann's ability to interrupt an Over Limit chain. Triggering a level 3 Over Limit buys Yuri the time needed to launch a follow-up attack if Schwann breaks the first.

SCHWANN

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
43	148000	1800	578	708	412	588

RESISTANCE	WEAKNESS
N/A	N/A

Schwann is a powerful swordsman who is skilled in both melee and magical combat. He possesses the ability to break an Over Limit attack, can attack several enemies at once with his Just Like Dancing attack, and he can even unleash a deadly Mystic Arte called Blast Heart that inflicts massive pain to anyone in a considerable radius.





Secret Mission 13

Downed Schwann by attacking when he was clutching his heart after his mystic arte.

Guard against Schwann's Mystic Arte while trying to track both his and Yuri's position during the maelstrom. Immediately rush up to Schwann after the attack while he's panting and grasping his heart and hit him. Yuri needn't do anything fancy, just hit him while he's grabbing his heart to knock him over.



Schwann gets considerably more aggressive later in the battle and will use his Mystic Arte more frequently. Consider using the Hourglass or All-Divide to reduce the damage he's able to inflict. Each character in the party should have at least 800 HP at all times and at least 60 TP so they can each unleash their artes attacks when necessary.

ALEXEI RETURNS TO HERACLES

Schwann's final effort wasn't to kill Brave Vesperia, but to save them from the collapsing building. It was a trap set by Alexei and Schwann knew it all along. Schwann buys Yuri and the others enough time for them to escape the bowels of the shrine, and to let them know Alexei is headed towards Zaphias, and he's bringing Heracles with him! Exit the temple and fly towards Zaphias at once. Look for the Heracles weapon off the coast of Illycia, near Zaphias, and fly to it.



Ilyccia

THE MOBILE FORTRESS, HERACLES

AREA ITEMS

NO.	ITEM	LOCATION
1	Naginata	Outer Walkway, Chest
2	Life Bottle	Outer Walkway, Chest
3	Limit Bottle	Outer Walkway, Chest
4	Holy Bottle	Inner Room, Chest
5	Melange Gel	Inner Room, Chest
6	Wonder Symbol	Inner Room, Cabinet
7	Lemon Gel	Inner Walkway, Chest
8	Pineapple Gel	Inner Walkway, Chest
9	Panacea Bottle	Outer Walkway, Chest
10	Treat	Outer Walkway, Chest
11	Guardian Stamp	Cargo Room, Chest
12	Magic Lens x5	Control Room, Equipment
13	Dark Bottle	Storage Room, Chest
14	Rose Whip	Storage Room, Crates
15	Specific	Lower Floor, Chest
16	Tent	Lower Floor, Chest
17	10,000 Gald	Lower Floor, Capiora

NO.	ITEM	LOCATION
18	Vagabond	Lower Floor, Beams
19	Pineapple Gel	Engine Room, Chest
20	Lemon Gel	Engine Room, Chest

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Knight Halberd A	pg. 226	Human	40	13600	126
Knight Bishop	pg. 229	Human	37	10002	309
Murder	pg. 245	Inorganic	42	18960	129
Blade Murder	pg. 245	Inorganic	44	22560	109
Eon Raptor	pg. 236	Bird	42	13090	150
Capiora	pg. 245	Inorganic	42	22222	214

Supply Depot "Adecor"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Tuna	Ingredient	80
Scallop	Ingredient	60
Squid	Ingredient	40
Shrimp	Ingredient	40
Lettuce	Ingredient	50
Carrot	Ingredient	80
Onion	Ingredient	30
Radish	Ingredient	40
Shiitake	Ingredient	50
Potato	Ingredient	30
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20

Brave Vesperia boards the Heracles in a corner where the cannons have been quieted. They're instantly met by LeBlanc, Adecor, and Boccos, but they have no quarrel with Yuri anymore. In fact, Adecor serves as a mobile supply depot and can be used to purchase any number of tools and cooking ingredients. If that wasn't a big enough surprise for you, Raven rejoins the party too!

Iron Legs

There are several valuable pieces of equipment such as the Real Knight Sword and Elven Coat that can be synthesized by Adecor that require a number of Iron Legs. The enemies onboard the Heracles are a rich supply of this precious commodity, so gather them and return to Adecor to have them made.

Yuri and the gang must get inside the Heracles and disable it—either through the control room or engine room—in order to stop it from firing on the Imperial Capital. The door nearest them is locked from the inside so they must find another way inside. Cross the outer walkway from right to left. Do a little exploring on each level of the walkway to find the chests and to battle as many of the enemies here as you can—the party must become stronger before their journey is over so take advantage of the numerous Blade Murders and Eon Raptors here. Head to the door on the lower left and go inside.







The pipe up ahead has an aer leak in it that Yuri can use to upgrade to **Sorcerer's Ring Level 3**. This more-powerful version of the ring can break through objects like metal barriers and loose piles of debris. It can even break open locks on some doors! Use the Sorcerer's Ring to break open the locks on the rooms to the left and search each of them for items and enemies.

Return Trips

The increased power of the Sorcerer's Ring makes it possible to blast away rocks on Mt. Temza that got in the way of reaching additional treasure chests. Check out the "Return Trips" section of the Extras chapter for help in finding all of the chests in the game and earning the associated Achievement.



Collect the items on the walkways beneath the two ladders and proceed to the control panel on the far left. Activate the controls to begin moving freight (you'll understand why later) and return to the large double-door elevator on the right. Ride the elevator down to the large inner area above the engine room entrance. The engine room is far too well-guarded to go in with brute force, so Yuri and the others must seek out the control room instead.

Follow the upper bridge to the right and go back outside to a second outer walkway. Ascend the multi-leveled walkway from the lower left-hand corner to the upper right and reenter the interior of the Heracles. This places the party on a path directly above the pipe with the leaking aer from before.

Follow the path around to the left to the large room with the immense yellow barrier. This force field is but one of five that serve to keep people out of the control room. Each of these force fields are linked to a color-coded blastia scattered throughout this cargo-moving facility. Yuri must destroy each of the blastia to disable the force field so he can access the control room.

1. **The first such blastia is the yellow one on the walkway near the Knight. Use the Sorcerer's Ring to destroy it.**



2. **Next up is the pink blastia in the corner of the area. Head up the stairs opposite the destroyed yellow blastia and use the Sorcerer's Ring to destroy the gate near the ledge. Head to the right to get the crate in the next room and push it off the ledge onto the pink blastia to destroy it.**



3. **Descend the ladder beneath the stairs and head to the left under the overhead conveyor. Descend the ladder to spot the blue blastia then climb back up to the main path. Climb the ladder immediately to the left where the chest is and approach the edge. Yuri must use the Sorcerer's Ring to shoot one of the crates as it passes. Time the shot well to knock the crate from the conveyor and down onto the blue blastia below.**



4. **The next blastia to be destroyed is the white one. It's located on a lower ledge on the left-hand side of the cargo room. Descend the ladder in the far left corner and walk alongside the conveyor of crates to the cables leading down to the blastia below. Stand on the cables and use the Sorcerer's Ring to knock a crate down onto it.**



5. **Return to the walkway with the massive force fields and defeat the Knight Bishop manning the control terminal at the far end. Use this to turn the lift on and return to the lower left side of the room and push the crate onto the lift. Use the terminal there to raise the lift to the upper floor, then climb up after it and push the crate onto the green blastia.**



Cross the bridge where the force fields were to the blue Save Point and save. The door here leads to the control room for the Heracles and, as you can imagine, another boss battle.

BATTLE PREPARATIONS

Place Karol in the active party and assign his Nice Recovery Smash arte to one of the Right Stick shortcuts. Remember which one it's assigned to and adjust Karol's strategy to make him focus on healing and assisting allies.

ZAGI



ZAGI

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
44	175000	1240	624	771	444	422

RESISTANCE	WEAKNESS
N/A	N/A

It's the fourth battle with Zagi and this time he's packing a more powerful bodhi blastia, a wealth of HP, and a bit more strength. He also has the ability to occasionally teleport, break Over Limit artes attacks, and can even chain together his own special attacks.



Fortunately for Yuri and the others, it's possible to put a wealth of guard skills together to significantly minimize the amount of damage Zagi can inflict. Hold the X Button and push the Left Stick in the direction of Zagi's attack whenever he goes on the offensive to cut down on the damage he takes.

Doing so will make it possible for everyone else to focus on attacking instead of constantly handing out items.



Secret Mission 14

Use Karol's Nice Recovery Smash arte to force Zagi to recover from poison.

Zagi infects himself with poison in attempt to spread it to the others with his massive bodhi blastia. Take control of Karol and use his Nice Recovery Smash arte to cure Zagi of his poison. If you can't take control of Karol, watch for him to be near Zagi and issue the command for him to use Nice Recovery Smash. Map it to a Right Stick shortcut.

Keep up the pressure on Zagi until he activates the poison attack. Being hit with his bodhi blastia while the green gas is emanating from it causes the party to be poisoned. Instruct Karol to quickly hit Zagi with the Nice Recovery Smash arte to eliminate the poison, thus making it safe to once again get close to Zagi. Use Limit Bottles and the many Lemon and Pineapple Gels you've undoubtedly acquired to keep Yuri in good enough shape to finish off Zagi once again.



SEARCH FOR THE ENGINE ROOM

Taking over the controls of Heracles didn't end the danger—Brave Vesperia must get to the engine room and disable the ship's power! Return through the cargo room to the far right-hand side and lower the folding ladder under the cargo conveyor. Follow this lower walkway through the door to return to the elevator that leads down to the engine room entrance. Sodia has helped reduce the number of Knights in this area and is almost cordial to Yuri when she sees him. Save your progress, gather the items from the storage rooms in the vicinity, and ride the elevator down to the engine room.

STOPPING A JUGGERNAUT

Yuri must use Dein Nomos to bring the aer in the engine room under control before the Heracles fires its cannon. Ascend the stairs on the left up to the balcony near the large column of aer so Yuri can use Dein Nomos.

RETURN OF THE COMMANDANT

Descend the stairs on the other side of the room to get the item from the other chest. Continue down the stairs on the right and outside to Ba'ul.



A FINAL BATTLE

The Story So Far...

Brave Vesperia has traveled far and wide to uncover the secrets of the Child of the Full Moon and to try to alleviate the concerns of a certain member of the Entelexeia. Unfortunately, these efforts were rendered futile when a member of their own contingent kidnapped Estelle and turned her over to the power-hungry Commandant Alexei. Efforts to retrieve Estelle from harm landed the party in one trap after another. They pressed on nonetheless, hoping to fly Ba'ul directly to the tower atop Zaphias Castle, but were met by a massive blast of aer that knocked them all the way to Capua Nor and rendered much of Zaphias uninhabitable. Alexei has gone mad with power and is using Estelle's power to overrun the world.

Chronologic Synopsis


105 The Capital Enveloped in Aer


106 A Northern Detour to the Capital


107 Sea of Ice


108 Menace Beneath the Ice


109 Compassion for the Imperials


110 A Noble Calling


111 Going it Alone


112 The Lost Capital


113 Storm-Wracked City


114 Familiar Faces


115 Stair's End


116 Crushed Ambitions


117 Into the Fortress Shrine


118 Overcoming Obstacles

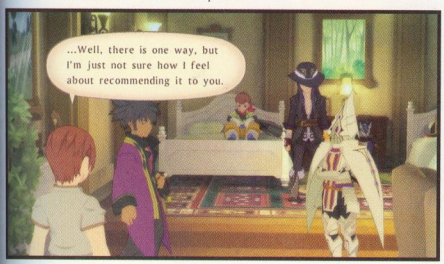

119 Falling Down

Muluoroccia Peninsula

THE PORT TOWN, CAPUA NOR

THE CAPITAL ENVELOPED IN AER

Brave Vesperia limps into Capua Nor and gets some rest at the inn located there. Rita and Karol are banged up and need some time to heal. Talking to the residents reveals that that there is a giant hole on the other side of Ehmead Hill and that it will be impossible to reach the capital through the normal route. There is one other option; however, it's not a pleasant one. The party must travel around the northern tip of the continent on the Blade Drifts of Zopheir.



TRAVELING WITH LADY LUCK

Give either of the two dice games another chance while in Capua Nor for a shot at winning the Bottle Set prize. This welcome prize package includes one of each of the following: Life Bottle, Panacea Bottle, Holy Bottle, Dark Bottle, Syrup Bottle, and Nectar Bottle.

A NORTHERN DETOUR TO THE CAPITAL



Head east from Capua Nor back towards the entrance to Ehmead Hill and locate the narrow path near the coast. This leads directly to the Blade Drifts of Zopheir. You'll know it's the right direction when the weather changes from bright sunshine to a howling snowstorm. The green grass gradually gives way to the ice floe. The entrance to the Blade Drifts of Zopheir is directly ahead.

The Blade Drifts of Zopheir

Area Items

NO.	ITEM	LOCATION
1	Tabar	Main Path, Chest
2	Panacea Bottle	Main Path, Chest
3	Melange Gel	Main Path, Chest
4	Lemon Gel	Main Path, Chest
5	Limit Bottle	Main Path, Chest
6	Pineapple Gel	Main Path, Chest
7	Hades	Main Path, Chest
8	Cure Bottle	Main Path, Chest
9	Falcon Needle	Main Path, Chest
10	Life Bottle	Main Path, Chest
11	Diamond Guard	Main Path, Chest
12	Tent	Main Path, Chest
13	Body Paint	Air Krene, Chest
14	Pineapple Gel	South Path, Chest
15	Seal Bottle	South Path, Chest
16	Psychedelica	South Path, Chest
17	Lottery Gel	South Path, Chest
18	Limit Bottle	North Path, Chest
19	Magic Lens x5	North Path, Chest

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Limewreath	pg. 70	Plant	48	21202	179
Rabbigo	pg. 234	Beast	47	15800	251
Boost Merfish	pg. 242	Aquatic	43	10890	193
Lupice	pg. 233	Beast	46	16250	217
Teethee	pg. 242	Aquatic	44	18500	109
Bugle Beak	pg. 237	Bird	43	14700	197
Ice Bat	pg. 236	Bird	32	7200	118

SEA OF ICE

Equip any fire-based magic and weaponry in the party's possession, as well as any accessories that guard against water damage. Nearly all the monsters lurking the Blade Drifts of Zopheir are vulnerable to fire and those who manipulate their skills and artes to capitalize on this will get through the easiest.

THE FIERY FLAMBERGE

Yuri no doubt has several weapons that pack a higher punch than the Flamberge, but the Flamberge's intrinsic fire properties causes it to inflict more damage than swords with higher attack ratings. Temporarily ditch Dein Nomos or the Real Knight Sword in favor of this fire-spewing sword.

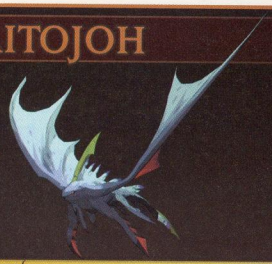


The path appears to branch in several directions up ahead, but this complexity is quickly eliminated by the ice-crushing behavior of the underwater beast shadowing the guild. Battle from left to right across the slabs of floating ice while collecting all the items from the chests. Explore each dead-end you see and follow the swords sticking up from the ground—they are but a macabre form of a trailpost.

Continue past the blue Save Point and quickly retrieve the items from the chests up ahead without straying too close to the massive green crystal rising out of the ice. Return to the save point and save your progress here. Now approach the crystal.



BAITOJOH



BAITOJOH

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
48	204640	1000	634	699	540	342

RESISTANCE	WEAKNESS
N/A	N/A

The party is separated at the aer krene and Karol is left to fight this magnificent flying fish all on his own. Yuri's warning of this being a fight Karol can't win alone is one you should take seriously. Karol can't win this fight by himself. All he can do is hope to stay alive long enough for his friends to come to his aid. Stay on the move and do not try to attack Baitojoh. Follow the perimeter of the battle area in circles to keep away from the massive beast.



Karol holds off the creature long enough to free Yuri and the others. Now the real fun begins! Baitojoh flies around above the ice attempting to attack with its wings and tail, and also by its Water Prank attack which causes a small whirlpool to form on the ice. It's pretty safe to attack during this stage of the fight, particularly with the Pyre Havoc altered arte since it involves leaping into the air high above the whirlpool.





Secret Mission 15

Hit Baitojoh 3 times during its Ice Edge attack and fished it out of the water.

Stand back from the area where Baitojoh dives beneath the ice and watch for its fin to rise up for the Ice Edge attack. Quickly dash forward and strike it with the sword—a Ghost Wolf attack is an especially fast way to close the distance. Each time the fin is struck before the Ice Edge attack is finished, the beast is hurled out of the water onto the ice where it is most vulnerable. Repeat this three times to earn the Achievement.

Baitojoh's most damaging attacks come from beneath the ice, however. Watch for a small mountain of razor-sharp icicles to rise up from the ice. These icicles explode shortly after appearing so the party must keep clear of them. The creature also likes to stick the end of its tail up through the ice as bait right before emitting a powerful Moment Spark attack. Stay clear of the tail during this attack, as it can be particularly deadly.





Sometimes it uses the fin on its head as a blade to try to slice the party. If you act fast, it's possible to strike the fin and stun the enemy. This is an effective way of limiting its attacking ability and creating a fantastic opportunity to go on the offensive. Baitojoh has no specific elemental weaknesses so switch to the most powerful weapons the party has. Look for an opportunity to use a Mystic Arte if possible and make frequent use of the Azure Wolf Strike and Ghost Wolf artes. Rita is effective against this creature and having both Raven and Karol on hand ensures the party's healing needs are met.



Return to the blue Save Point after the fight before continuing on to the east. The path splits ahead to form two entirely separate icy trails, but they rejoin near solid ground. Explore both the northern and southern path to collect all of the items available before heading to the nearby city of Halure so the party can rest.



KO'D KAROL

Karol was traumatized during the battle and must be carried by Raven the rest of the way. Karol cannot be used in battles, nor is he a selectable character in the menu screens.

THE CITY OF BLOSSOMS, HALURE

GENERAL STORE "REGULUS" (NEW INVENTORY)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Hand Axe	Main Weapon	580
Wand	Main Weapon	490
Wood Maul	Main Weapon	640
Green Beret	Head Armor	3300
Shapka	Head Armor	180
Ribbon	Head Armor	260
Mirage Cloak	Body Armor	9000
Elemental Guard	Body Armor	9900
Ring Mail	Body Armor	600
Chain Guard	Body Armor	550
Leather Jacket	Body Armor	440
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Cabbage	Ingredient	50
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Carrot	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Shiitake	Ingredient	50
Tomato	Ingredient	40
Potato	Ingredient	30
Napa Cabbage	Ingredient	40
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20

COMPASSION FOR THE IMPERIALS

Halure is swarmed with people taking refuge from Zaphias and the rooms at the inn are being paid for by the Council. Stop at the general store on the way to the inn to check out the updated inventory—they have the same weapons as before, but all new armor and items. The innkeeper remembers Yuri from their last visit and ensures the party a comfortable stay in the second room from the left.

A NOBLE CALLING

Let Karol get his rest and head to the mayor's house to speak with Ioder and the magistrate. Ioder brings neither good news about the capital, nor about Alexei's role in this, but he is pleased with the number of people they were able to save from the aer. Return to the inn after speaking with him.



GOING IT ALONE

Yuri can't stand the thought of the Lower Quarter being left to die in the suffocating aer and decides to set out on his own to inspect the situation. Deidon Hold is sealed up tight so the only way to reach Zaphias is through the Quoi Woods.

A BRUTAL BATTLE



The Peyoccia Plains – Southern Trails area near Deidon Hold are home to a Giganto Monster that has moved into this territory since Yuri was last here. The beast is known as Brutal (Lv. 58) and attacks with a number of Rhinossus (Aersick) beasts alongside it. Let this monster be for now, as Yuri certainly can't handle them on his own. Come back to fight them later when the entire party is present and everyone is level 54 or higher. Check the section on Giganto Monsters in the Extras chapter of this book for help.

QUOI WOODS



Use a Holy Bottle to keep the low-level monsters of the Quoi Woods at bay and run through the forest to the clearing where Yuri had first made a Sandwich for Estelle so long ago. Yuri leaves Repede to stand watch while he naps, but Repede doesn't prove too helpful in that regard—he leads the rest of Brave Vesperia right to Yuri's sleeping body! Continue through the Quoi Woods and onward towards the aer-soaked capital.

Northern Mayoccia Plains

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Wolf (Aersick)	pg. 233	Beast	47	17100	112
Egg Bear (Aersick)	pg. 234	Beast	47	25590	91
Giant Bee (Aersick)	pg. 243	Insect	47	16500	171
Mandragora (Aersick)	pg. 241	Plant	48	19600	109
Axe Beak (Aersick)	pg. 237	Bird	47	17600	224

THE LOST CAPITAL

STORM-WRACKED CITY

Spend some time in the Northern Mayoccia Plains to battle the "aersick" versions of the creatures you fought earlier. The aer has mixed with their DNA to make them considerably tougher than they were before Alexei's plan took shape. Make a quick trip up to Deidon Hold (accessible from the south) to stock up on supplies if necessary, then enter Zaphias through the Public Quarter. Karol will be needed to unlock a gate leading to the castle. Head up the stairs to the castle entrance and go inside.



ZAPHIAS CASTLE

Area Items

NO.	ITEM	LOCATION
1	Life Bottle	Dining Hall Corridor, Chest
2	Limit Bottle	2-Wing Angel Room, Chest
3	Breaker Bow	2-Wing Angel Room, Chest
4	Vagabond +1	6-Wing Angel Room, Chest
5	15,000 Gald	6-Wing Angel Room, Chest
6	Elder Cloak	Audience Chamber, Chest
7	Spirit Bangle	Audience Chamber, Chest
8	Mystic Mark	Audience Chamber, Throne
9	Transform Bow +1	Prisoner Cell, Bed
10	Moon Guard	Prisoner Cell, Bed

Fortune's Market "Imperial Capital"

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Bardiche	Main Weapon	16000
Anubis	Main Weapon	15000
Falcon Needle	Main Weapon	15000

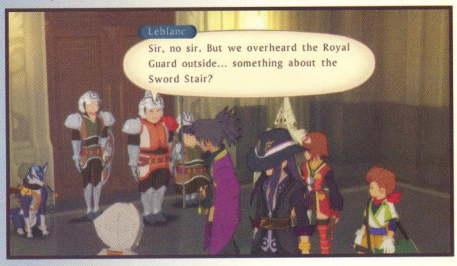
ITEM	CATEGORY	GALD
Hanuman's Staff	Main Weapon	13000
Compact Sword	Main Weapon	300
Golden Helm	Head Armor	4200
Gold Circlet	Head Armor	3600
Elemental Ribbon	Head Armor	3950
Leather Helm	Head Armor	150
Hair Band	Head Armor	130
Knit Cap	Head Armor	100
Gold Armor	Body Armor	11000
Princess Guard	Body Armor	12500
Elder Cloak	Body Armor	9300
Holy Coat	Body Armor	9400
Fancy Belly Warmer	Body Armor	9000
Leather Mail	Body Armor	250
Leather Guard	Body Armor	150
Gold Leggings	Accessory	8000
Cape	Accessory	130
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Tuna	Ingredient	80
Mackerel	Ingredient	80
Salmon	Ingredient	40
Cabbage	Ingredient	40
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Carrot	Ingredient	40
Onion	Ingredient	30
Potato	Ingredient	30
Peach	Ingredient	40
Apple	Ingredient	40
Strawberry	Ingredient	20
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Milk	Ingredient	20

Enemy Encounters

NAME	APPEARANCE	TYPE	LV.	HP	TP
Knight Lancer A	pg. 227	Human	48	20007	193
High Knight Bishop	pg. 229	Human	47	18600	285
Knight Fencer A	pg. 226	Human	47	22568	119
Guilty Murder	pg. 245	Inorganic	48	21222	140
Knight Lancer	pg. 226	Human	5	520	20
Knight Fencer	pg. 226	Human	5	560	30
Trans Murder	pg. 245	Inorganic	47	20650	119

FAMILIAR FACES

Enter the castle and go through the door on the right. Head down the lengthy hallway straight ahead to reach the Dining Hall. Yuri's fears that the lower quarter residents were left to perish was unfounded—Leblanc and his men saved them! The residents of the Lower Quarter are holed up in the Dining Hall, along with a Fortune's Market merchant. This particular vendor has a number of valuable pieces of armor that will certainly increase the party's resiliency to damage.



Exit the dining hall and continue down the hall to the far end. Make the zigzag trip through the next few corridors past Estelle's room and onward towards the room where the Goddess Statue is located. Use the eastern exit from the hallway to the north of the Goddess Statue to enter the small courtyard beneath the balcony you ran along earlier. Head north to the room with the large staircase and sword statue and head up the stairs to the Audience Chamber.





The door atop the stairs in the Audience Chamber only opens after the "four doors" mentioned in the poems on the wall panels are open. You've likely encountered at least two of the four winged statues during your travels through the castle. These statues may look similar, but they aren't. Each statue has a different number of wings. Yuri must travel to each of the rooms in order and use the Sorcerer's Ring to open the corresponding door. Hitting a statue out of order will reset the system and force you to repeat the process.

FROM DARK TO LIGHT

The number of wings on the statues aren't the only difference between them. Each statue also has an image of a moon on the floor in front of it. The statue with only 1 pair of wings shows a fully black circle (new moon), the one with 2 pairs of wings shows a quarter moon, the one with 3 pairs of wings shows a half-moon, and the one with all 4 pairs of wings shows a full moon.



1. Return to the Audience Chamber and head up the stairs to the east to find the statue with the smallest wings.

2. Find the room with the Goddess Statue and follow the corridor in the southwest corner to the statue with the two pairs of wings.

3. Return to the Audience Chamber and head up the stairs to the west to reach the statue with the three pairs of wings.

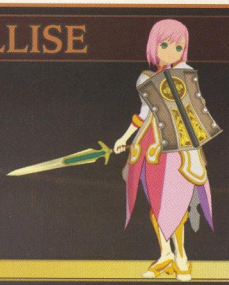
4. Continue east from the courtyard to the room with the staircases near the dungeon area. Head down the hall to the north to find the statue with the four pairs of wings.



Use the sorcerer's ring to open the door up the stairs from the throne and follow the lengthy curved walkway upwards to where Alexei is keeping Estelle. Use the Save Point at the base of the ramp and get everyone's HP and TP levels topped off. Cook up a meal that improves the party's physical attack or defense ratings.



ESTELLISE



ESTELLISE

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
48	68000	1600	625	700	588	379

RESISTANCE	WEAKNESS
N/A	N/A

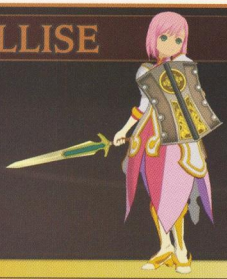
The girl you see before you is no longer in control of herself; she's just a puppet under Alexei's spell. She is not the innocent girl who had to be taught how to high-five or shown how to make her own sandwich. She's been changed and now she's a threat to the world, and she begs you to kill her. Fortunately, defeating Estellise is not particularly difficult.

Estellise attacks with several fast jabbing sword strikes and a damaging ranged attack called the Pierce Cluster that fans out at a wide angle, but her reluctance to fight is obvious. Her mind is fighting Alexei's control while simultaneously fighting her former friends and, thanks to this, she's easy to gang up on. Brave Vesperia should have little trouble surrounding her in a flurry of attacks and Fatal Strikes.





ESTELLISE



ESTELLISE

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
48	68000	1600	625	700	588	379

RESISTANCE	WEAKNESS
N/A	N/A

Brave Vesperia failed to end Estelle's life before Alexei was able to use her power to raise the ancient city, the Enduring Shrine of Zaude. Now, as if to throw away his used-up tool, he forces Estelle to battle again, this time against Yuri alone.

Naturally, fighting Estellise one on one is quite a bit tougher than the earlier battle. She's quick and fights with far more aggression than in the previous fight. She's also capable of stunning Yuri with her attacks so it's best to keep away from her. Assign the Azure Wolf Strike ranged attack to the A Button and hit her with it in quick succession to deal damage from a safe distance. Another useful arte is the Ghost Wolf. Use this super-fast strike to slip behind her when she approaches. It allows Yuri to land two quick hits on her, and it also helps him avoid her attacks.

The quickest way to reduce her HP is with a Mystic Arte attack. Fill the Battle Spirit gauge to 3 or higher and, if you have the Special skill activated, attack with an arcane arte while holding the B Button to trigger a Mystic Arte. This should inflict at least 7,000 HP worth of damage to her. Use Limit Bottles to quickly refill the meter and attack again.





Secret Mission 16

Use the item, Mother's Memento, against Estelle.

Return to Mantaic at any time before going to Myorzo. The sub event "What's Important to Estellise" must be triggered at night, so sleep at the inn in Mantaic. During the battle with Estellise, open the menu and access items. Use Mother's Momento when the battle is only fought by Yuri to trigger the Secret Mission.

CRUSHED AMBITIONS

The party is exhausted after all their work atop the Sword Stairs and many of them are heading for some rest. Forever restless, Yuri can't sleep without first talking with everyone to see how they're doing. Exit Flynn's room once Sodia shows up and head back through the hallways to find Karol and Repede in the Dining Hall. Raven is back resting on the cot in the dungeon cell where Yuri first met him. Estelle and Rita are in the room with the statue with four pairs of wings. Lastly, Judith is in the small courtyard beneath the balcony. Talk with each of them then head toward the castle entrance to find a man with an orange vest and hat. He's the one to speak with when you want to get some rest.





Talk to Flynn on the steps of the castle in the morning, then go to the Public Quarter. Stop at the shop to resupply then cross to the city exit on the east to rejoin the rest of the guild.

Everyone is ready to head off after Alexei, including Estelle and Tokunaga. Brave Vesperia is at full strength once again! Ba'ul won't be able to fly directly to Zaude so put the Fiertia down in the water and sail towards the atoll off the coast of Ilyccia.

The Enduring Shrine of Zaude

PUBLIC QUARTER, ZAUDE

AREA ITEMS

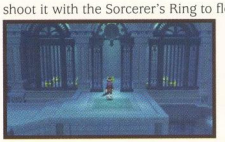
NO.	ITEM	LOCATION
1	Barrier	Outside, Chest
2	Special Gel	Treasure Room, Chest
3	Splash Dress	Treasure Room, Chest
4	Limit Bottle	Treasure Room, Chest
5	Life Bottle	Treasure Room, Chest
6	Zaude Orb	Treasure Room, Chest
7	20,000 Gald	Treasure Room, Chest
8	Panacea Bottle	Treasure Room, Chest
9	15,000 Gald	Treasure Room, Chest
10	Moon Cloak	Treasure Room, Chest
11	Pineapple Gel	Flooded Room, Chest
12	Lemon Gel	Flooded Room, Chest
13	Dunamis	Flooded Room, Chest
14	Rare Plate	Stairway, Chest
15	Rare Protector	Stairway, Chest
16	Mjolnir	Behind Poseidon, Chest
17	Rod	Behind Poseidon, Chest
18	Shiden	Behind Poseidon, Chest
19	Melange Gel	West Wing (Lower), Chest
20	World Charm	West Wing (Lower), Chest
21	Red Orb	West Wing (Lower), Chest
22	Lemon Gel	West Wing (Upper), Chest
23	Asura	Beyond Seal, Chest
24	Death Contrast	Beyond Seal, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Knight Warrior A	pg. 226	Human	50	26899	99
Perfect Murder	pg. 245	Inorganic	49	29660	189
Watergunner	pg. 242	Aquatic	50	28960	226
Gigafish	pg. 242	Aquatic	48	24800	213
Lizardman	pg. 246	Scale	49	27800	145
Jons	pg. 241	Aquatic	51	36800	246
Knight Lancer A	pg. 227	Human	48	20007	193
High Knight Bishop	pg. 229	Human	47	18600	285
Knight Fencer A	pg. 226	Human	47	22568	119
Cuivre	pg. 229	Human	48	26400	193
Argent	pg. 229	Human	50	25000	276

INTO THE FORTRESS SHRINE

The main entrance into Zaude is crawling with the Royal Guard so the party must find a different entrance. Splash through the water to the right and use the vent beyond the Save Point to enter the shrine in the partially-flooded basement. Follow the left-hand walkway around to the treasure room in the rear to collect the wealth of items and Gald from the chests. Most important of all, the center chest contains the **Zaude Orb**. Return to the central area and place the Zaude Orb in the blue statue and shoot it with the Sorcerer's Ring to flood the room.





RED AND BLUE ORBS

The red and blue statues scattered across the area control the level of the water inside the shrine. Use the Sorcerer's Ring on the blue statues to raise the water and on the red statues to lower the water.

The water floods into the room and makes the second level accessible. Swim to the crumbled ledges and climb onto the walkways and battle past the numerous water-resistant monsters to gather up the items. Approach the southwest corner of the main room and climb the stairs near the second blue statue to the third level.

The room ahead contains numerous staircases, various enemies of the Royal Guard, and more than a few monsters. Continue to target the High Bishop Knight first whenever battling the Royal Guard units and keep the fire- and wind-based spells and artes on hand for the monsters.

The door on the south side of the room is the main entrance from the outside so don't bother going that way. Instead, descend to the lower level and go through the door on the north side.

The hallway up ahead has several strong members of Leviathan's Claw in it. Instruct your allies to use their light-based attacks, particularly Estelle's Angel Ring and Photon attacks. The Cuivre and Argent units are each armed with rapid-fire crossbows and will even lay prone on the ground to fire their weapons. Take away their advantage by attacking them at close range.





BATTLE PREP

Add Raven to your active party before going through the door near the blue Save Point. Map his Rain attack to the Right Stick since using this attack is necessary in order to complete Secret Mission 17.

OVERCOMING OBSTACLES

YEAGER



YEAGER

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
50	230000	1700	669	798	720	400

RESISTANCE	WEAKNESS
N/A	N/A

Yeager's appearance and willingness to fight alone against Brave Vesperia is quite a surprise, but his power should not be so unexpected. Yeager fights with a lengthy sickle that allows him to strike from several steps away. His attacks can be quite damaging against anyone not guarding against them, and they also inflict Contamination which drains away TP. Keep him at arm's length and rely heavily on ranged attacks and magic spells. Save up a level 3 or 4 Over Limit and hit Yeager with a Mystic Arte. Keep up the pressure until Yeager has been reduced to 100,000 HP and he reveals his true power.





YEAGER

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
50	245820	1700	669	798	720	400

RESISTANCE	WEAKNESS
N/A	N/A

Use a second Magic Lens on Yeager to reveal his new-and-improved HP level. In addition to revealing a powerful hermes blastia installed in his chest—just like Raven's—he's also boosted himself an extra 15,000 HP and now uses his sickle as a crossbow. Shift to close-range combat to negate his crossbow's effectiveness and maintain constant pressure on him with Lone Wolf Charge and Dragon Swarm to Guard Break Yeager when he tries to defend himself. Should you manage to Guard Break him, instantly give Raven the command to fire his Rain attack to burst Yeager's heart.





Secret Mission 17

Make Yeager's heart explode by using Raven's Rain arte.

During the second half of this battle, after Yeager reveals the hermes blastia in his heart, inflict a Guard Break on him then have Raven land a Rain attack against him. Look for Yeager's magical shield and smash through it with a quick series of attacks while flicking the Right Stick to trigger Raven's Rain arte. You may find this easier to do while controlling Raven.

Yeager uses his true power during the second half of the fight to attack with his Mystic Arte, Caress of Death. Everyone must have at least 2000 HP at all times and use a formation that keeps at least one or two of the party members spread out away from the others. Caress of Death is essentially guaranteed to instantly kill at least one member of the party. Try to force Estelle to use her Resurrection arte instead of Life Bottles when necessary to conserve the valuable item.



Return to the Save Point in the previous room to recover and save, then continue your march northward through the shrine. Your next challenge, a Giganto Monster, resides just steps ahead.

POSEIDON



This beast of an enemy is almost too big to approach head on, but it fortunately has a significant weakness. It is vulnerable to light- and dark-based attacks. Access the Battle Menu and disable any of Estelle's and Rita's elemental spells that aren't either dark or light. This forces them to utilize only those spells most damaging to Poseidon. Make the most of the magical ambush from Rita by using Over Limit attacks to wrack up lengthy combos and keep Poseidon stunned. Fatal Strike attacks will likely come in quick succession, so be ready!

POSEIDON

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
55	213812	540	778	920	450	1040

RESISTANCE	WEAKNESS



Poseidon is a monstrously powerful Giganto Monster that uses its massive arms to squash pesky intruders with ease. Its main attack consists of spinning in place with outstretched arms to beat back any approaching adversary. When it's not using those massive meat-hooks to pummel its opponents, it uses them to shoot powerful lasers.





Gather up the treasures near where the Poseidon once stood and head down the hall to the right. The three story room in the east wing has another set of red and blue water-controlling statues, but the orb is already in place. Climb the steps to the blue statue and push the pedestal near the collapsed statue off the ledge. Push it along the floor to the south side of the room so that it's on the left side of the path. Use the Sorcerer's Ring on the blue statue to raise the water—Yuri will now be able to cross over the gap in the walkway via the pedestals that floated up.

DRY, DRY, AGAIN

Don't worry if you don't push the pedestal into exactly the right position on the first try. Just head around the north side of the room in a counter-clockwise direction to the red statue in the corner. It's heavily guarded by a Jons and Perfect Murder, but shooting it with the Sorcerer's Ring lowers the water and resets the pedestals.



Continue around the southern side of the room to the red statue with the orb in it, but don't shoot it just yet! Yuri must be standing on the fragment of floating walkway on the left-hand side of the statue, else he'll sink with the lowering water all the way to the lowest level. Standing on the small sliver of concrete on the left when shooting the red statue allows Yuri to sink only to the second floor landing.

Cross back through the main room (note the need for a "prestigious Red Orb" to lower the seal) and continue to the western wing of the shrine.

Use the stairs in the western wing to reach the lower level of the room and push the pedestal on the left into the water as close to the blue statue as you can. Stand on this pedestal and shoot the statue to raise the water. This causes Yuri to float to the upper level in position to open the chests behind the seal. Take the **Red Orb** from the chest and shoot the orb on the pedestal to lower the seal. Descend the stairs and cross back through the lengthy corridor to the central room. Use the Red Orb in the pedestal upstairs to lower the seal. Return to the blue Save Point in the corridor to the south for a free recovery, then continue north.





A number of Royal Guard units guard the hallway beyond the next room. Take out the High Knight Bishop first, then gang up on each of the others one at a time. Utilize the blue Save Point at the end of the hall—the showdown is near and it's not an easy one!

ALEXEI



Alexei

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
54	305550	2800	700	690	600	480

RESISTANCE	WEAKNESS
N/A	N/A



Prepare for battle against Alexei by turning on each of the spells that you had turned off for the fight against Poseidon and by equipping Yuri and Judith with either a Force Ring or Aquamarine and by giving Raven and Rita a Rebirth Ring to wear. Alexei attacks primarily with fast, powerful physical attacks, but he is not opposed to using wind-, water- and fire-based attacks as well. Not only does he use these elements to attack with, but he uses a wall of icicles to heal himself—this healing ability is what makes finishing him off so difficult.

Alexei is not unlike other boss enemies in that the first half of the battle can go by pretty quickly. Use an aggressive approach to the fight with Yuri and Judith while relying on Raven (or Estelle) to keep both healthy. Attack with a variety of artes, including Burst Artes and Mystic Artes and consume as many Lemon and Pineapple Gels as necessary.





It's far more difficult to remove the final 50,000 HP from Alexei than it is to get to him down to that level. He'll become much more aggressive in terms of using Over Limit and Mystic Artes and will attack with many elemental artes. He'll also repeatedly stab his sword in the ground to form a small mountain of icicles that not only knocks back Yuri and the others, but serve to rapidly heal him. Stand back and use Azure Storm or one of Rita's many spells to interrupt him. Many of his attacks, including the Brilliant Cataclysm Mystic Arte can be neutralized by using the Magic Guard skill and by holding the X Button and pushing the Left Stick in the direction of the spell.



Secret Mission 18

Downed Alexei by attacking him when he was tired after his Mystic Arte.

Alexei grows tired after each use of his Brilliant Cataclysm attack and will stand in place, panting for a few seconds afterwards. Expect him to use this attack whenever he triggers an Over Limit during the latter portion of the battle and keep Yuri's HP level at least at 1500. Hold the X Button to guard against the damage and get as close to Alexei as possible. Yuri will be knocked off his feet during the attack, but there is time to dash towards Alexei and knock him over while he's tired if you hurry.







THE FOUR SPIRITS

The Story So Far...

Brave Vesperia traveled to Zaude to do battle with Alexei in hopes of preventing him from unleashing the power of an ancient weapon. Yuri succeeded in defeating Alexei, but the damage had already been done. Zaude was not a weapon, but rather the one thing protecting the planet from a powerful cataclysm known as the Adephagos. Alexei's actions against the Child of the Full Moon, the Entelexeia, and ultimately Zaude served not to give him control of the world, but doomed Terca Lumireis to destruction. Making matters worse, Yuri is cast into the ocean during the commotion. Brave Vesperia searched tirelessly for him, but it was Duke who retrieved his body and brought him home to Zaphias safely.

Chronologic Synopsis


120 The Man in Black Returns


121 Home Sweet Dahngrest


122 Humanity's Legacy


123 Birthplace of the Spirits


124 The Adephagos Awakens


125 Crisis Strikes Nordopolica


126 Bodies in Crystal


127 A Fiery Resolve


128 An Island of Amethyst


129 Birth of the Earth Spirit


130 Primordial Scars


131 A Spirit Remembers


132 The Spirits Assembled


133 Return of the Ancient Tower

Mayoccia Plains

THE IMPERIAL CAPITAL, ZAPHIAS

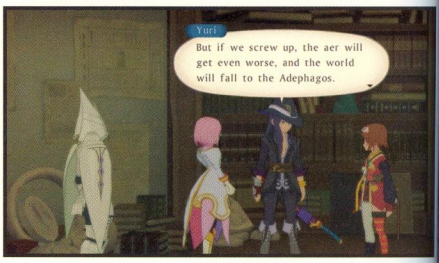
THE MAN IN BLACK RETURNS

Duke comes to Yuri's room in the Lower Quarter to reclaim Dein Nomos. It's night, but Yuri has been sleeping for days. Head outside to the Save Point and have a look around. Estelle and Repede quickly come running down the stairs, happy as ever to see Yuri alive. Estelle tells Yuri where the rest of the guild is and what they've been up to before heading to bed.

Head up the stairs to the aque blastia in the morning to talk with Hanks. Their reunion is cut short, causing Yuri and the others to flee to the royal quarter where they encounter Judith. The foursome climbs aboard Ba'ul to head off after Rita. Fly to Aspio to find out what Rita has been doing.

THE CITY OF SCHOLARS, ASPIO

Head to Rita's Hut to talk to her about her research. She's had a major brainstorm while Yuri was gone and thinks she has a way to use Estelle's power to transform the aer into a harmless state. If they fail, the world will certainly be doomed, but Rita is confident she can utilize the apatheia to control the aer and make the world safe once again. She needs more time to think about the plan, but agrees to do so while heading to Dahngrest to get Karol and Raven.



THE DEN OF GUILDS, DAHNGREST

FORTUNE'S MARKET "DAHNGREST" (NEW INVENTORY)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Barrier	Tool	1000
Bone Slasher	Main Weapon	25000
Kris Naga	Main Weapon	27000
One World	Main Weapon	23000
Blood Trigger	Main Weapon	30000
Unicorn Horn	Main Weapon	22500
Orochi	Main Weapon	23500
Sinclair Saber	Main Weapon	6450
Rune Blade	Main Weapon	7000
Minotauros	Main Weapon	7100
Grim Cardian	Main Weapon	6300
Two Form Caestus	Main Weapon	7600
Crimson Phoenix	Main Weapon	6700
Battle Sword	Main Weapon	1750
Epee	Main Weapon	1540
Estoc	Main Weapon	2000
Compact Sword	Main Weapon	300
Iron Hammer	Main Weapon	1900
Sash	Main Weapon	640
Holy Raven	Main Weapon	1580
Rare Helm	Head Armor	5500
Cowboy Hat	Head Armor	3900
Mirage Crest	Head Armor	4200
Duel Helm	Head Armor	2000
Striped Ribbon	Head Armor	1800
Holy Circlet	Head Armor	650
Rare Plate	Body Armor	12500
Rare Protector	Body Armor	13000
Rare Coat	Body Armor	10550
Dragon Protector	Body Armor	9900
Gothic Plate	Body Armor	6300
Gothic Guard	Body Armor	6300
Gothic Cardigan	Body Armor	6300
Spiny Jacket	Body Armor	5900
Breastplate	Body Armor	2400
Battle Guard	Body Armor	2150
Witch Dress	Body Armor	2200
Rare Boots	Accessory	1200
Thief's Cape	Accessory	750
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Cabbage	Ingredient	50
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Carrot	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Shiitake	Ingredient	50
Tomato	Ingredient	40
Potato	Ingredient	30
Napa Cabbage	Ingredient	40
Peach	Ingredient	40
Apple	Ingredient	40
Kiwifruit	Ingredient	40
Strawberry	Ingredient	20
Banana	Ingredient	20
Orange	Ingredient	20
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20
Milk	Ingredient	20

HOME SWEET DAHNGREST

Use the wealth of money the party acquired in Zaphias Castle and at Zaude to purchase all the great weaponry available at the Fortune's Market in Dahngrest and to load up on items and cooking ingredients. Head up the road towards the center of town to regroup with Karol and Raven.

HUMANITY'S LEGACY

There's nothing to do in Dahngrest in the way of sidequests just yet. Instead, head to the Guild Union HQ where a meeting of sorts is taking place between the other guilds and the Don's grandson, Harry. Harry has a long way to go before he can be half the leader the Don was, but he's not completely hopeless. Harry meets Brave Vesperia outside after the meeting to hand over the **Cyano Ciel Crystal** that Rita needs to attempt her experiment.



THE DARK SEAL

Outfit the party with the best equipment available from the Fortune's Market and consider equipping Repede with the Dark Seal earned in a prior battle. This accessory prevents the character from using artes, but doubles the enemy damage and increases the experience earned by 50%. You won't want to use this accessory in really tough battles but temporarily equipping a combatant such as Repede, Yuri, or even Judith with it can yield some impressive results.

RESTAURANTS ARE HARD WORK!

This is a great time to stop off at the Sagittarius tavern and partake in the waitress mini-game. Spend some time taking orders and delivering food to earn money and items, as well as extra titles and costumes for the party members. The mini-game differs in difficulty for each character (start with Judith for an easy first time through it).



GHASFAROST BASEMENT KEY?

The bartender in the tavern doesn't have any guild work for you at the moment, but he doesn't mind giving you the Ghasfarost Basement Key he received from the Blood Alliance guys. This item's purpose becomes evident in due time.

Rita figures the best place to test her hypothesis is at the Blade Drifts of Zopheir. The party must reach the aer krene located there, but the path from the south is impassable thanks to the defeat of Baitojoh. Have Ba'ul land on the northeastern end of the narrow strip of land and approach from the north.

Muluoroccia Peninsula

THE BLADE DRIFTS OF ZOPHEIR

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Limewreath	pg. 240	Plant	48	21202	179
Lupice	pg. 233	Beast	46	16250	217
Ice Bat	pg. 236	Bird	32	7200	118
Bugle Beak	pg. 237	Bird	43	14700	197
Penguinist	pg. 236	Bird	52	24020	253
Rabbigo	pg. 234	Beast	47	15800	251
Electrifish	pg. 242	Aquatic	48	19876	212
Ice Spirit	pg. 238	Magic	32	8460	186
Snow Spirit	pg. 238	Magic	47	17500	222
Ice Golem	pg. 245	Inorganic	47	21250	130

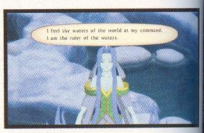
BIRTHPLACE OF THE SPIRITS

The storm has subsided and many tougher monsters have come out of hiding, thus making the Blade Drifts of Zopheir a bit more dangerous this time around. The majority of the enemies are still highly susceptible to fire-based attacks, so ready up the Destruction Field arte and have Rita join the active group (remember to turn off her water-based artes).



Travel westward across the ice floe and past the hordes of monsters in the area to the aer krene. Rita explains what she needs the guild to do to help channel the aer into the cyano ciel crystal. In short, she needs you to play a mini-game called Aer Master. Wait for the button icons (representing aer) to cross from right to left across the top of the screen and press the corresponding button when it reaches the force field on the left. It starts out with numerous A Button presses, then gradually gets slightly more difficult. There is some margin for error and the force field target is rather large. Continue pressing buttons as they reach the target until the meter is full and Rita succeeds in converting the apatheia into a spirit.





A GIFT FROM UNDINE

Undine is the rebirth of the Entelexeia known as Belius. She's very thankful of Brave Vesperia for what they had done to protect her and Natz and gives the party the Death Contrast +2α, Dark Avenger +1, and Moonstone. Remember to say thank you!









THE ADEPHAGOS AWAKENS

Undine explains that she is only the spirit of the waters, and that the party must now collect the spirits of the three other major elements: fire, earth, and wind. Ba'ul hasn't absorbed enough aer to create a spirit, so that means the party must travel to Phaeroh's Crag, the Erealumen Crystallands, and Relewiese Hollow. Use the blue Save Point near the aer krene, then return the way you came to the field.

THE COLISEUM CITY, NORDOPOLICA

FORTUNE'S MARKET "NORDOPOLICA" (NEW INVENTORY)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Miracle Gel	Tool	3000
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Barrier	Tool	1000
Bone Slasher	Main Weapon	25000
Kris Naga	Main Weapon	27000
One World	Main Weapon	23000
Blood Trigger	Main Weapon	30000
Unicorn Horn	Main Weapon	22500
Orochi	Main Weapon	23500
Sinclair Saber	Main Weapon	6450
Rune Blade	Main Weapon	7000
Minotauros	Main Weapon	7100
Grim Cardian	Main Weapon	6300
Two Form Caestus	Main Weapon	7600
Crimson Phoenix	Main Weapon	6700
Damascus Sword	Main Weapon	4000
Zaghnal	Main Weapon	4200
Perfect Green	Main Weapon	3800
Snipe Xiphos	Main Weapon	4400
Trident	Main Weapon	3600
Takemikazuchi	Main Weapon	3900
Rare Helm	Head Armor	5500
Cowboy Hat	Head Armor	3900
Mirage Crest	Head Armor	4200
Duel Helm	Head Armor	2000
Striped Ribbon	Head Armor	1800

ITEM	CATEGORY	GALD
Knight Helm	Head Armor	1450
Headdress	Head Armor	1180
Blue Ribbon	Head Armor	1300
Rare Plate	Body Armor	12500
Rare Protector	Body Armor	13000
Rare Coat	Body Armor	10550
Dragon Protector	Body Armor	9900
Gothic Plate	Body Armor	6300
Gothic Guard	Body Armor	6300
Gothic Cardigan	Body Armor	6300
Spiny Jacket	Body Armor	5900
Knight Armor	Body Armor	3470
Mighty Guard	Body Armor	3150
Metal Jacket	Body Armor	3000
Hard Leather Coat	Body Armor	2900
Rare Boots	Accessory	12000
Poison Ward	Accessory	3000
Paralysis Ward	Accessory	3000
Stone Ward	Accessory	5000
Drain Ward	Accessory	5000
Iron Leggings	Accessory	1200
Garnet	Accessory	8000
Aquamarine	Accessory	8000
Opal	Accessory	8000
Ruby	Accessory	8000
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Tuna	Ingredient	80
Mackerel	Ingredient	40
Scallop	Ingredient	60
Salmon	Ingredient	40
Squid	Ingredient	40
Shrimp	Ingredient	40
Cabbage	Ingredient	50
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Shiitake	Ingredient	50
Tomato	Ingredient	40
Potato	Ingredient	30
Napa Cabbage	Ingredient	40
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50

ITEM	CATEGORY	GALD
Egg	Ingredient	20
Milk	Ingredient	20
Tofu	Ingredient	20

ITEM	CATEGORY	GALD
Kelp	Ingredient	20
Dried Seaweed	Ingredient	30
Miso	Ingredient	150

CRISIS STRIKES NORDOPOLICA

The party's rush to continue their research must be put on hold, as the Adephagos is beginning to rain down upon Nordopolica. Brave Vesperia must head to tyhe Coliseum City at once to protect the people there from the unleashed monsters of the Adephagos.

DAYBREAKER & NIGHTBREAKER



The Outbreaker the party fought in the Sands of Kogorh was but an example of the power of the Adephagos; it was created by Phaeroh to serve as a warning. The Nightbreaker and Daybreaker, however, are very real and they attack simultaneously. Making things more difficult, they have opposing elemental resistances and weaknesses. One is susceptible to fire and the other water. Take advantage of this disparity by going after the Nightbreaker with Yuri while leaving Rita and Karol (or someone else) to fight the Daybreaker. Adjust their battle strategy so they target enemies other than the one Yuri is fighting and turn off Rita's fire-based elemental attacks.



DAYBREAKER

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
52	142210	720	640	581	480	216

RESISTANCE	WEAKNESS
Fire	Water

NIGHTBREAKER

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
52	142210	720	588	506	607	499

RESISTANCE	WEAKNESS
Water	Fire



The Daybreaker and Nightbreaker attack in a manner similar to the Outbreaker. Although there are two of them, they should not pose much threat to the party so long as they are of an equal level. Over Limit attacks, Fatal Strikes, and a Mystic Arte attack will all go a long way towards ending this battle quickly.

Enter the Coliseum area after the battle with the Adephagos' creatures and pay a visit to Natz at the room that used to belong to Belius. Load up on supplies at the shop (note the availability of the Miracle Gel) and save your progress. Spend the night at the inn in Nordopolica before leaving.

BODIES IN CRYSTAL



Hop back aboard the Fiertia to say goodbye to Nordopolica and begin the search for the other three spirits. It's best to save Relewiese for last and the party is already familiar with the location of Phaeroh's Crag, so head to the Sands of Kogorh first. Phaeroh will be seen circling high above the ground near his den. Steer Ba'ul right into him to go to Phaeroh's Crag.

THE HUNDRED MAN MELEE!

Talk to the woman at the base of the stairs to learn about Palestralle's famous arena battles. For a small entry fee, you can pick a fighter from the party to engage in a series of battles against 30, 50, 80, 100, or even 200 different enemies! Items are provided, prizes can be won, and wounds are automatically healed. You have nothing to lose by competing in these brawls other than the entry fee. Read all about this important side-quest in the Extras chapter of this guidebook.

PHAEROH'S CRAG

A FIERY RESOLVE

Phaeroh was badly injured while trying to protect the humans at Zaude and is ready to release his grip on this world. He gives Rita and Estelle permission to do what they want and, together with Undine, they reincarnate Phaeroh as Efreet, the fire spirit. That's two spirits down, and two to go! It's time to head to Northern Tolbyccia to explore the Erealumen Crystallands for the Entelexeia known as Gusios.



Northern Tolbyccia

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Yellow Roper	pg. 239	Magic	51	28080	268
Crystal Spirit	pg. 238	Magic	53	9999	291
Sworpion	pg. 243	Insect	53	31260	212
Cornus	pg. 233	Beast	53	26229	185

Fly Ba'ul to the small crystal-covered landmass to the north of Tolbyccia, in the northeastern corner of the map. This is a new island that formed recently and is home to a number of creatures that lack elemental properties, but resemble creatures found elsewhere in the world. Fight through the hordes of enemies to the crystalline assemblage in the center. This is the entrance to the Erealumen Crystallands.



THE EREALUMEN CRYSTALLANDS

AREA ITEMS

NO.	ITEM	LOCATION
1	Limit Bottle	Main Path, Chest
2	Sephira	Behind Crystals, Chest
3	Melange Gel	Behind Crystals, Chest
4	Stun Talisman	Near River, Chest
5	Cowboy Hat	Behind Crystals, Chest
6	Rare Protector	Behind Crystals, Chest
7	Highlander	Southeast Fork, Chest
8	Dark Avenger	Behind Crystals, Chest
9	25,000 Gald	Behind Crystals, Quadra
10	Lemon & Pineapple Gels x2	Main Path, Chest
11	Sword Whip	Northwest Fork, Chest
12	Spinning Drill Hammer	Northwest Fork, Chest
13	Strike Eagle	Northwest Fork, Chest
14	Saffron	Behind Fenrir, Chest
15	Basil	Behind Fenrir, Chest
16	Red Savory	Behind Fenrir, Chest
17	Life Bottle x3	Main Path Path, Chest
18	Orochi +1	North Path, Chest
19	Longinus	North Path, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Maize	pg. 228	Human	52	30000	260
Piment	pg. 229	Human	51	25600	320
Bre	pg. 227	Human	53	28611	251
Cornus	pg. 233	Beast	53	26229	185
Cheiron	pg. 243	Insect	51	29600	204
Sworpion	pg. 243	Insect	53	31260	212
Crystea	pg. 241	Aquatic	53	34200	380
Crystal Spirit	pg. 238	Magic	53	9999	291
Gingembre	pg. 228	Human	54	31260	242
Quadra	pg. 245	Inorganic	55	35000	343

AN ISLAND OF AMETHYST

The Erealumen Crystallands are a beautiful cavern of freshly-made mana that is far more deadly than its soothing appearance suggests. This is one of the most densely-populated areas of the planet and both monsters and human enemies pose a grave threat to unprepared travelers. It's also an area with several secret corners tucked away out of sight. The locations of these secret alcoves aren't always obvious, but the treasures make the effort worthwhile. Be on the lookout at all times for large grayish crystals, as they can be easily shattered with the Sorcerer's Ring to reveal hidden chests and secret corridors. This is especially useful for knocking over large crystals that can be made into bridges.





Diverge from the main path into each of the small side-tunnels to gather the chests tucked out of sight and continue onward into the caves. The party will encounter numerous members of the Hunting Blades here—always go after the spell casting Piment units first, else they'll blast Yuri with various fire- and water-based spells that will be difficult to avoid.



Topple the large crystal up ahead to cross the river and continue along the main path to find Nan, Karol's friend from the Hunting Blades. It seems her guild abandoned her while going after the Entelexeia living here. Use the Save Point up ahead and take some time to fully explore each of the branching paths to the east. The main route heads north, but there are several routes to take off that lead to valuable items, riches, and even a Giganto Monster that can be tackled at this time for a wealth of experience.

FENRIR



FENRIR

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
58	329222	1080	765	632	630	436

RESISTANCE	WEAKNESS

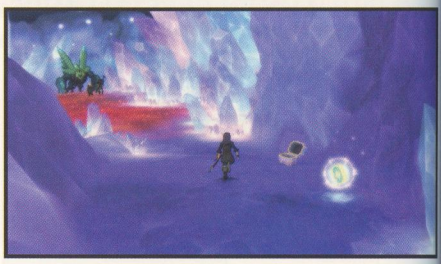
Fenrir is a massive wolf-like creature with a ton of HP and an immunity to any elemental attack except for fire. Naturally, you want Rita in your party and should at once turn off any of her artes that aren't either neutral or fire-based. Similarly, you should map Yuri's Pyre Havoc and Destruction Field artes to the Right Stick to have them easy to use.



The massive beast attacks primarily with aggressive snapping attacks and kicks and can poison his foes. Equip the party with any World Charms or Poison Wards that you have on hand and try to avoid Fenrir's mouth. In addition to kicking and biting, it also breathes a freezing blast of air that can cause considerable harm to the party. If you attack with a party of a comparable level to that of Fenrir, you shouldn't have too much trouble defeating it, so long as you utilize the many available fire artes.



Return to the Save Point before heading north towards Gusios. Explore the cave to the right before passing the blue Save Point to get a few additional items (the Longinus could come in handy during the upcoming fight), then advance towards the sea of aer.



GUSIOS



GUSIOS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
56	321020	1400	705	712	500	280

RESISTANCE	WEAKNESS

Readjust the party's artes so that they only use fire- and wind-based attacks (or those with no element affiliation) and have everyone spread out. Equip the Stun Talisman found earlier and move in behind Gusios to get a clean shot at its massive tail. Its tail is one of the biggest threats to the party, but it only takes a few slashes at it to force Gusios to retract it for a while—no beast, big or small, likes their tail being hit! Failure to force Gusios to roll up its tail makes the battle significantly harder for Brave Vesperia.





Load up on Limit Bottles and attack with a level 4 Over Limit and Mystic Arte. Try to do this immediately following a lengthy chain so as to spend as much time on offense as possible.

Gusios will counter with Over Limit attacks of his own and attempts to chain together massive magic attacks, some of which can cause status effects other than stun, so have those Mind Bottles and Panacea Bottles handy.





Secret Mission 19

Attacked Gusios's tail then downed him while he stood on his hind legs.

Gusios will retract his whip-like tail after it's been attacked. It's not easy to time, but Yuri can strike the tail by standing behind Gusios and slashing repeatedly in the direction of it. Once the tail is retracted, Gusios stands on his rear legs and pounds his chest. Use this opportunity to knock him over.

You'll be surprised how fast the party can dish out over 300,000 HP worth of damage once they reach level 55 or so, so don't let the size of Gusios (physical or numerical) intimidate you. Continue to use plenty of fire-based artes attacks like Pyre Havoc and Destruction Field and chain as many Fatal Strikes together as you can. Karol can do a fine job of keeping everyone healthy, and Judith and Rita make for fine teammates in a battle of this sort.

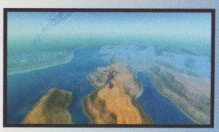
Estelle and Rita set to using Gusios's apatheia to release the earth spirit. They dub the earth spirit Gnome, but it is so weak from its binging on aer that it is but a tiny figure incapable of waking up just yet. Fight back through the cave to the exit and summon Ba'ul. It's time to make the journey southeast to the continent of Weccea.

Weccea

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Killer Bee	pg. 244	Insect	42	14650	190
Roctoise	pg. 241	Aquatic	54	35200	182
Skunky	pg. 235	Beast	48	18000	218

Stop off at one of the towns on the way to Weccea to stock up on supplies, then have Ba'ul set the guild down on the narrow plateau that is Weccea. Rivers have eroded the landscape and left nothing here but a narrow ribbon of land high above the water. Follow the rocky path towards the stone archway in the northern part of the continent. That archway is the entrance to Relewiese Hollow, a treacherous trail that descends to the river at the base of the canyon. Many of the enemies in this corner of the world are susceptible to wind-based attacks and resistant to earth magic, so adjust the party's artes selection accordingly.



RELEWEISE HOLLOW

AREA ITEMS

NO.	ITEM	LOCATION
1	Forte Staff	Main Path, Chest
2	Bahamut's Tear	Upper East Fork, Chest
3	Life Bottle	Upper West Fork, Chest
4	Dragon Protector	Upper West Fork, Chest
5	Death Slinger	Upper West Fork, Chest
6	Pineapple Gel	Upper West Fork, Chest
7	Sonic Cleaver	Clearing, Chest
8	Alexandrite	Middle East Fork, Chest
9	Dragon Mail	Middle West Fork, Quadra
10	Star Rod	Middle West Fork, Chest
11	Miscellaneous Gels	Lower East Fork, Chest
12	Limit Bottle x2	Lower East Fork, Chest
13	Dragon Helm	Lower West Fork, Chest
14	40,000 Gald	Inside Cave, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Tiredillo	pg. 246	Scale	55	30024	247
Pandor	pg. 245	Inorganic	58	37000	363
Great Cockatrice	pg. 246	Scale	54	27400	139
Roctus	pg. 244	Inorganic	58	30000	229
Strong Lizard	pg. 246	Scale	54	28600	219
Killing Cupid	pg. 244	Insect	55	27300	240
Roctoise	pg. 241	Aquatic	54	35200	182

PRIMORDIAL SCARS

Start down the trail slowly in order to give yourself time to use the Sorcerer's Ring to stun the many enemies lurking around each corner. Getting the slightest bit of an advantage in the battles here will prove beneficial, as the intensity of the battles has certainly been ramped up a notch. Consider going with an all-female party (plus Yuri) for this stretch, as the girls' various skill sets work well together against the enemies in Relewise Hollow.



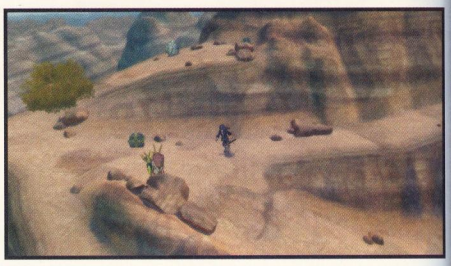
A RETURN TRIP

There are several chests located behind petrified logs and large thorny bushes. You must return to get these once you have a Level 4 Sorcerer's Ring.

Follow the path to the first fork, and head east to explore the dead-end off in that direction to find the chest there. Don't try to purposely avoid any of the monsters in this area, as you must level up as much as possible before the next major battle. Aim to get the party to level 58 or higher before reaching the bottom of the canyon.

Return to the first fork and head west. Follow the circuitous path to the clearing where the blue Save Point is located. The party encounters Duke in the clearing, but he agrees to let them do their thing while he does his—there's no telling what Duke is up to, but Yuri is pretty confident he's not going to like it.





Locate the **Alexandrite** in the chest to the east of the clearing, then return to the clearing and follow the western path down to the next fork. Explore each of the spurs here to gather up the items before reaching the river at the base of the canyon. Save your progress outside the cave and go on inside

KHROMA DRAGON



KHROMA DRAGON

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
59	393300	1400	722	695	850	462

RESISTANCE	WEAKNESS

Khroma is willing to help Brave Vesperia in their quest to save the world, but she doesn't want to become a spirit for nothing—she knows that if the guild can't defeat her, they stand no chance against the Adephagos. Ensure victory against her by first turning off any arte or spell that isn't aligned with earth, dark, or water. This forces the allies to take advantage of her weaknesses. Similarly, Yuri should not attack with Destruction Field or Pyre Havoc!



This fight against Khroma Dragon isn't an easy one, especially at first. She comes out swinging right from the start and is far more aggressive early on than most other enemies. Boost the party's magic and physical protection and don't be greedy with the Miracle Gels or other special treats—you must keep the party alive at all times if you're to defeat her.



Khroma Dragon's primary attack involves leaping into the air, spreading her wings, and slamming the ground hard enough to cause an earthquake. Leap out of the way and dodge the falling boulders while trying to strike her. Hitting her immediately after this attack downs her for a spell and provides the party with an opportunity to go on the offensive. Build up a level 4 Over Limit and attack with Yuri's Mystic Arte.

Secret Mission 20

Downed Khroma by timing your strikes between a certain group of her attacks.

Khroma Dragon is susceptible to attack immediately after performing her spread-wing earthquake attack. Leap out of the way of her body-slam attack and rush towards her while the rocks rain down from the cave's ceiling. Slash her with the sword right after she slams the ground to down her.

There are many attacks that work well against Khroma Dragon, but more important than any one attack is simply keeping the party alive and healed. Don't rely on Estelle to keep everyone in tip-top shape. Take matters into your own hands and force the other characters to use Life Bottles, Panacea Bottles, and any other items they may need. Consider equipping Estelle with the Alexandrite found earlier so she has the most HP and TP of everyone and give either Yuri or Judith an Amulet to ward off all physical status effects. Khroma attacks with her tail, by breathing fire, and by raining rocks down atop the party. Protection against fire and earth attacks certainly helps, as does plenty of Limit Bottles.



A SPIRIT REMEMBERS

Collect the **40,000 Gald** from the chest off in the corner of the cave, then retrace your steps back up the side of the canyon to the clearing where Duke was. The spirit that was Khroma will awaken in the clearing and provide a bit of insight into Duke's involvement and his reluctance to care for the human race. The spirit accepts the name Sylph and offers to calm the air in the canyon long enough for Ba'ul to pick up the party. Accept or continue on foot, it's your call.

THE SPIRITS ASSEMBLED

Back onboard the flying Fiertia, the party comes together to reflect on their successes and to decide what the next move should be. It's apparent that they need to get some supplies and rest up before they proceed any further. Karol wants to head to Capua Nor on the continent of Ilyccia. Head northwest past Zaphias and Halure to the peninsula where the port town Capua Nor is located.

THE PORT TOWN, CAPUA NOR

RETURN OF THE ANCIENT TOWER

Rita and Estelle head off to go shopping and agree to meet everyone back at the inn. Take a moment to do some shopping (and synthesizing) of your own then go to the inn. Rita and Estelle will arrive soon enough, but they no sooner put their bags down before a terrible tremor shakes the town, and the shaking is coming from Aspio...





THE ADEPHAGOS

The Story So Far...

Rita's plan to convert the apatheia into spirits has worked! Brave Vesperia was able to collect the apatheia from Belius, Phaeroh, Gusios, and Khroma and reconstitute them as the water, fire, earth, and wind spirits. Will the four spirits be enough to stop the Adephagos? Duke is also seeking a way to stop the Adephagos, only his method involves extermination of the human race. Brave Vesperia must bring the power of the guilds and the Empire together to pull off an amazing reversal of worldly fate—and they must do it before Duke gets in the way!

Chronologic Synopsis


134 A Friend in Need


135 Hearts United


136 Vanquishing the World Eater


137 A Town Alight with Hope


138 To the Ancient Spire


139 The Man Who Raised Babel


140 Assassin's Last Stand


141 Guild of Hope

Muluroccia Peninsula

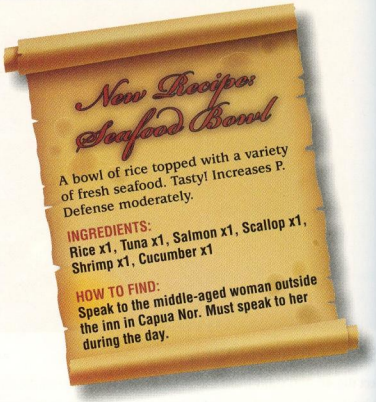
THE PORT TOWN OF CAPUA NOR

A FRIEND IN NEED

The shock of seeing the tower of Tarqaron rise from beneath Aspio was still fresh when a messenger comes calling for Yuri. Flynn's assistants have been looking all over for Yuri and need to have a meeting with him at once. Head to the inn with the others and wait for Sodia and Witcher. The two bring news that Flynn is in trouble. He's on Hypionia, surrounded by monsters, and he needs Yuri's help. Everything Brave Vesperia was doing must wait—Yuri isn't about to let down his friend.



Stock up in Capua Nor and exit the town when you're ready to fly south towards Hypionia. Rita reveals a special device she made called **Vesperia No. 1** that should be able to take care of the monsters, provided Yuri can deploy it in the center of their swarm. Fly to Northeast Hypionia to join Flynn and the rest of the Imperial Knights.



GHASFAROST PIT STOP



The bartender in the Sagittarius tavern in Dahngrest gives the Ghasfarost Basement Key to Yuri should he stop by. Use this key along with the Sorcerer's Ring to lower the basement stairs inside Ghasfarost to obtain the False Dein Nomos sword for Yuri. This replica doesn't have the aer-swallowing capacity of the real thing, but it packs the same statistical punch in combat!

Northeast Hypionia

Enemy Encounters

NAME	PAGE	TYPE	LV.	HP	TP
Flora Mantis	pg. 244	Insect	47	25000	166
EX Rhino	pg. 233	Beast	43	20360	166
Killer Bee	pg. 244	Insect	42	14650	190
Erdas	pg. 241	Aquatic	37	13397	150
Aquicia	pg. 241	Aquatic	46	19800	144
Loewe	pg. 233	Beast	40	14200	180
Wrath Nail	pg. 234	Beast	56	100000	368

Brave Vesperia arrives on the shores of Northeast Hypionia just in time to lend a hand. Yuri and Repede join Flynn in battle and help fight through the throngs of monsters to the center of the horde.

Fighting With Flynn

Flynn is well-equipped with the White Knight Sword, White Knight Shield, Rare Helm, Rare Plate, and Faerie Ring. This equipment cannot be changed, but you can adjust Flynn's fighting tactics if you wish. Flynn has a limited number of artes at his disposal—far fewer than Yuri—but they serve him fine. Let Flynn fight his own fight under the Moderate battle strategy. Feed him any items if his HP or TP levels start to dwindle, otherwise just worry about keeping Yuri and Repede on their game.



The monsters get progressively more difficult to defeat as the party gets closer to the center. Continue slashing away and using various wind and fire-artes to soften them. Conserve your Over Limits for later—resist the urge to use more than a level 1 or 2 Over Limit against the Wrath Nail. Don't use any Mystic Artes during this battle.





Hearts United

The plan works and Rita's Vesperia No. 1 succeeds in decimating the monsters. Estelle sets to the task of healing the many injured knights and the others are left to decide what to do with this place. Kaufman arrives on the scene and suggests that the Knights and guild members work together to build a fort.







Everyone is excited about the idea, particularly Yuri and Flynn who decide to use this fort to host a meeting between the world leaders. Flynn calls for Ioder, while Yuri heads to Dahngrest and Nordopolica to summon the leaders of the Union and Palestralle.

Errands To Run

Flying past the capital triggers a scene in which Judith asks to make a stop at the capital—she wants to destroy the blastia there. This is a great time to revisit some of the places you haven't been to in a while to see what new side-quests are available, and also to learn new skills and artes. Check the Extras chapter for a listing of the many side-quests available at this late stage of the game.

The Den of Guilds, Dahngrest

Vanquishing The World Eater

Fly back to Dahngrest and pay a visit to the Guild Union HQ. Yuri must explain the situation to Harry and the other Altosk members in hopes that they will accompany them to Northeast Hypionia for a meeting of the minds. Harry wastes no time in making his decision and agrees that the matter is certainly urgent enough to make the trip. Especially since it means continuing his grandfather's work of uniting the guilds and the Empire.

The Coliseum City, Nordopolica

If convincing Harry to make the trip was easy, then getting Palestralle's buy-in is an utter breeze. Brave Vesperia need only enter the city and talk to Natz to instantly get their support. Take some time to participate in the battles in the arena, do some shopping, or stay at the inn for the night. Definitely save your progress before leaving, then hop aboard Ba'ul and fly back to Northeast Hypionia.

Northeast Hypionia

THE LAND OF HOPE, AURNION

Area Items

NO.	ITEM	LOCATION
1	Specific	Inn, Nightstand
2	Treat	Inn, Nightstand
3	Limit Bottle x3	Aurnion HQ, Dresser

Fortune's Market (Aurnion)

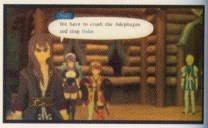
ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Orange Gel	Tool	250
Melange Gel	Tool	1000
Lemon Gel	Tool	1000
Pineapple Gel	Tool	1500
Miracle Gel	Tool	3000
Poison Bottle	Tool	150
Paralysis Bottle	Tool	150
Stone Bottle	Tool	150
Seal Bottle	Tool	150
Weak Bottle	Tool	150
Mind Bottle	Tool	150
Cure Bottle	Tool	500
Dinei Bottle	Tool	500
Panacea Bottle	Tool	1000
Life Bottle	Tool	500
Holy Bottle	Tool	300
Dark Bottle	Tool	300
Magic Lens	Tool	10
Mat	Tool	100
Simple Tent	Tool	250
Tent	Tool	500
Barrier	Tool	1000
Holy Avenger	Main Weapon	40000
Silver Edge	Main Weapon	38000
Bahamut's Tear	Main Weapon	29000
Hypershock Yo-yo	Main Weapon	42000
Storm Slayer	Main Weapon	52000
Gae Bolg	Main Weapon	35000
Sonic Cleaver	Main Weapon	33000
Dragon Helm	Head Armor	6800
Platinum Circlet	Head Armor	6200
Magical Ribbon	Head Armor	6500
Rune Mail	Body Armor	14000
Rune Jacket	Body Armor	14400
Rune Cloak	Body Armor	13200
Rune Coat	Body Armor	13500
Loyal Belly Warmer	Body Armor	11500
Paladin Cape	Accessory	5000
Black Onyx	Accessory	10000
Beef	Ingredient	100
Chicken	Ingredient	80
Pork	Ingredient	80
Cabbage	Ingredient	50
Lettuce	Ingredient	50
Cucumber	Ingredient	40
Carrot	Ingredient	40
Onion	Ingredient	30
Radish	Ingredient	40
Shiitake	Ingredient	50
Tomato	Ingredient	40
Potato	Ingredient	30
Napa Cabbage	Ingredient	40
Rice	Ingredient	80
Bread	Ingredient	80
Sticky Flour	Ingredient	50
Egg	Ingredient	20
Milk	Ingredient	20

A TOWN ALIGHT WITH HOPE

Northeast Hypionia is nothing like how the members of Brave Vesperia left it. The rocky field has been transformed into a cozy fort in the countryside, complete with an inn and, of course, a Fortune's Market. Members of the guilds and Imperial Knights worked tirelessly to build it—there's still work to be done, but it's certainly worthy of a visit from His Highness Ioder.

The meeting with the various leaders goes as well as one could hope for. Surprisingly, they each see a chance to embrace the change and believe it won't be hard to adapt to a world free of blastia. Yuri decides to leave the meeting to focus on preparing for battle with the Adephagos—after all, he's certainly not interested in the politics of world governance. Take a walk around the fort and talk to each of the people standing around.





New Recipe: Crepe

A very thin pancake eaten with fresh cream and fruit. Restores a moderate amount of TP.

INGREDIENTS:
Milk x1, Egg x1, Kiwifruit x1, Banana x1

HOW TO FIND:
The Wonder Chef is disguised as a wobbly scarecrow in the southeast corner of the town.

Stop at the market and have a look around the inn to gather up the items in the furniture, then go outside to talk to Flynn. Save your progress and meet up with Flynn just outside the town entrance.

FLYNN



FLYNN

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
62	126200	2200	615	620	400	425

RESISTANCE	WEAKNESS
	N/A

This friendly battle with Flynn may be in good fun, but it's definitely not easy, especially since Flynn can heal himself at will. Configure your artes to avoid using any wind-based attacks and map the Azure Storm ranged-attack to the A Button so you have easy access to it.



Flynn is a fast combatant with nearly unlimited TP and attacks with numerous artes. Use Ghost Wolf, Tiger Blade, and Pyre Havoc to make Yuri harder to hit when attacking. These three artes are all difficult for Flynn to interrupt due to their speed and/or jumping component. Follow Ghost Wolf with Shining Dragon Swarm to take advantage of Yuri's position behind Flynn



Flynn's two most damaging attacks are his Mystic Arte and his Sword Rain: Alpha arte. Both of these attacks are rather fearsome, but the damage they inflict can be all but negated with some stiff defense. Be ready to press and hold the X Button to block Sword Rain: Alpha whenever Yuri isn't in position to go on the offensive. Don't be afraid to consume as many Lemon and Miracle Gels as you need—the store has plenty more to buy after the battle.

Secret Mission 21

Allow Flynn to use every arte he could, including his Mystic Arte.

It's hard to see all of that HP Flynn has and decide to stand back and let him use his various artes, but that's what you need to do. Stay on the move and let him activate his Over Limits and attack with each of his artes. He'll eventually use a Mystic Arte too. Start fighting back once he's used the Mystic Arte to force him to use healing artes, thus completing the Secret Mission.



The battle goes on a bit longer than you might expect thanks to Flynn's ability to heal himself. Stand clear of Flynn when he thrusts his sword into the ground, as the shockwave knocks away Yuri and grants Flynn even more HP. Instead of rushing him, stand back and use Azure Storm to disrupt his healing. Flynn will still regain some HP, but not nearly as much as he would if left to heal in peace. Monitor his HP closely and launch an all out assault once he is below 40,000 HP. Chain base and arcane artes together in quick succession to keep Flynn on the defensive and to make it impossible for him to heal.

Head back into town and talk to everyone near the blastia monument in the center. It's decided that the party will make their move on Tarqaron come morning. Everyone has a hard time getting to sleep, but morning eventually comes…

DUPLICATE SAVES!

This is it, the party is preparing to enter their final dungeon and face their final confrontation. Save your progress into two separate save slots while in Aurnion. This way you'll have a game save near the end of the game if you wish to return to the game and tackle the many side-quests and other events covered in the "Extras" chapter. Use one game save to push on towards Tarqaron and the other for saving your side-mission progress.

Head out of town and call for Ba'ul to pick up the guild. Fly northeast back towards where Aspio used to be and enter the Ancient Tower of Tarqaron.

LETTER OF CHALLENGE



Brave Vesperia flies away from Aurnion, but that doesn't mean they can't come back! Return to Aurnion at once and talk to the knight by the gate. He delivers the Letter of Challenge (Flynn) to Yuri. Speak to Flynn inside Aurnion to have him teach Yuri the Final Gale arcane arte. This forces the party to spend another night in Aurnion, but it's worth it. There's no hurry after all.

THE ANCIENT TOWER, TARQARON

AREA ITEMS

NO.	ITEM	LOCATION
1	Dark Bottle x3	Entrance Room, Chest
2	Holy Bottle x3	Entrance Room, Chest
3	Limit Bottle	1st Level – East, Chest
4	Sacred Chain	1st Level – East, Chest
5	Crusader 13	2nd Level – East, Chest
6	Treat	2nd Level – East, Chest
7	Ancient Ribbon	2nd Level – South, Chest
8	Life Battle	Low Level – South, Chest
9	Specific	Low Level – North, Chest
10	Magical Ribbon	Low Level – North, Chest
11	Ninja Dog Mask	2nd Level – East, Chest
12	Life Bottle x3	2nd Level – East, Chest
13	Magic Lens x5	2nd Level – West, Chest
14	Terra Crest	2nd Level – West, Chest
15	Gungnir	2nd Level – Center, Chest
16	Limit Bottle	2nd Level – Center, Chest
17	Miracle Gel	2nd Level – Center, Chest
18	Syrup & Nectar Bottles x3	3rd Level – South, Chest
19	Specific & Treat	First Roof, Chest
20	Limit Bottle	First Roof, Chest
21	Lemon Gel x3	First Roof, Chest
22	Warrior's Principle	First Roof, Chest
23	Red Basil	Cathedral, Planter
24	Life Bottle	Cathedral, Chest
25	Miracle Gel	Cathedral, Chest
26	Rare Boots	Cathedral, Chest
27	Limit Bottle	Outer Stairs, Chest
28	Special Gel	Outer Stairs, Chest
29	Elemental Ribbon	Outer Stairs, Chest
30	Effecti Ring	Interior, Chest
31	Limit Battle	Interior, Chest
32	Caladbolg	Outer Stairs, Chest
33	Energy Wand	Outer Stairs, Chest
34	Lemon & Pineapple Gels x3	Cave Area, Chest
35	Limit Bottle	Cave Area, Chest
36	Special Gel	Cave Area, Chest
37	Panacea Bottle x5	Cave Area, Chest
38	Rune Jacket	Cave Area, Chest
39	Miracle Gel x3	Cave Area, Chest
40	Empress Dress	Cave Area, Chest

ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Grimza	pg. 234	Beast	57	31200	142
Schwert	pg. 233	Beast	58	28900	253
Fantail	pg. 246	Scale	58	29123	306
EX Unicorn	pg. 234	Beast	61	41800	390
Silver Stag	pg. 243	Insect	58	28900	230
Gun Hornet	pg. 244	Insect	58	30299	167
Giant Mantis	pg. 244	Insect	63	40000	198
Hysteric Purple	pg. 238	Magic	59	22334	245
Deathseeker	pg. 243	Insect	57	34000	255
Cannosso	pg. 241	Aquatic	58	38006	173
Hammer Golem	pg. 245	Inorganic	59	32500	146

THE MAN WHO RAISED BABEL

Brave Vesperia arrives near the bottom of the tower, in what remains of the ancient city of Tarqaron. This "old style" of construction is in stark contrast to the incredibly advanced (and confusing) futuristic side of the tower just beyond the wall to the north. These two differing styles connect through a series of hallways and staircases that gradually lead upwards to yet another completely different style of architecture. Climbing the tower is not easy. The monsters are dangerous and attack in large numbers, and navigation is tricky. Make no mistake about it; this is by far the most challenging of the dungeons the young guild has uncovered. The only way to make it easier is to fight every monster you see to get as strong as possible before the final confrontation

ABOUT DIRECTIONS

Navigating the maze of staircases in the lower portion of Tarqaron isn't easy, so keep these relationships in mind when reading along. For starters, the futuristic section of the tower is divided into three areas (look for the brief loading screen during the transitions). Each of these areas has several floors and staircases within them, but for convenience sake they are referred to as being one level. The older style portion of the structure is referred to as the south area, since you must head south down a walkway to reach it. There are many chests in this area—some you may not be able to reach just yet—so take your time exploring the area and follow along.

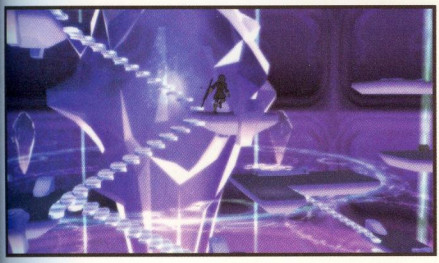
Grab the chests on either side of the hallway leading to the futuristic side of Tarqaron and immediately set to exploring the eastern half of this purple landscape. Some of the control terminals in front of the stasis chambers cause the monster in the glass tank to be released so push those buttons carefully! Gather up the items from the chests to the east by crossing the lightbridge and heading up the staircases on the right to the second level. Follow the path around to the south and return to the old side of the structure. Descend the stairs on this side to reach the lowest area of the future side to gather the chests there.







Climb up the lengthy stairs back to the second level and explore the rest of the platforms on this side before descending back to the first level and ascending to the second level on that side.

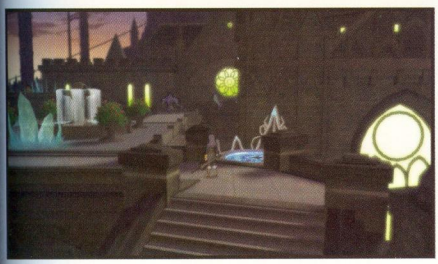


Return to the lower level where you began and locate the stairs in the center of the platform and climb those to the second level—alas, this is the way to proceed upwards into the tower! The area ahead contains flying insects that appear weaker than the foes you fought earlier, but they're much harder to hit due to their flying ability and the Gun Hornet's ranged attack is potent. Do not take these insect-based enemies lightly!

Gather the chests and inspect the control terminals to squeeze another battle out of the monsters here. Yuri and the gang can't continue any higher on this side, but there are some chests with a few valuable items in them, so be thorough.



Climb the stairs as high as you can then head south to the large series of staircases on the south side of the main wall. Climb these stairs to the first rooftop. Use the Sorcerer's Ring to break the crystals here and head to the northwest corner of the roof. Head down the path to the next portion of the tower and climb the stairs on the left until you can enter the cathedral.



Go to the left around the outside the circular depression in the cathedral and approach the center. The barrier seals around Yuri and won't open until he knocks the four brass balls into the center hole. Take a lap around the dish-like central area and use the Sorcerer's Ring to knock each of the balls down the hill towards the hole. The gap in the barrier opposite the one Yuri entered through will open once you do.





Exit the tower and continue climbing the outer staircases past the Gun Hornets and Hysteric Purples to the next open door. Top off at the blue Save Point and cook up a batch of the Seafood Bowl recipe you learned in Capua Nor—the extra defensive capacity will come in handy.



ZAGI



ZAGI

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
62	425000	3000	730	800	666	450

RESISTANCE	WEAKNESS
N/A	N/A

Zagi has learned a few tricks since your last bout with him, but then again, so has Brave Vesperia! Zagi attacks with dark spells so protecting against the dark element helps the party, but it isn't necessary. Instead, equip a strong foursome with accessories that reduce physical damage, boost their HP and TP levels, and protect against physical ailments. Zagi has the most HP of any enemy encountered thus far, but it can be stolen from him quickly.





Attack with a series of base, arcane, and altered artes chained together to keep him on the defensive and to quickly set him up for a Fatal Strike. Use the Limit Bottles you've likely been stockpiling to hit him with successive Mystic Artes. The tactics you've used in the previous four battles against Zagi will work again, provided you've reached an adequate level and have a complementary set of active allies. Consider two melee combatants, a magic user, and a dedicated healer.





Secret Mission 22

Downed Zagi by attacking him between his Blastia Bane.

If left alone to attack at will, Zagi eventually performs the Blastia Bane attack. Wait for him to perform this attack, guard against it, then move in and knock him down while he recovers. The window of opportunity is short, so move fast or consider using a ranged attack like Azure Storm.

Exit the area where Zagi was via the ramp on the left and climb the next series of stairs on the outside of the tower. Yuri and the gang are getting close to the top, they need only navigate the mysterious cave dwellings up ahead.

A BASTION OF GOOD HEALTH

The Caladbolg found in the chest outside near the stairs has better stats than the False Dein Nomos, but it lacks the Bastion skill. Remember to manually activate the Bastion skill if you equip this new sword. The Bastion skill transforms the Crushing Eagle arte to the Guardian Field ability—this arte does radius damage to nearby enemies while simultaneously healing any ally in the ring.

The cavernous upper interior of the tower consists of a series of floating rock platforms, each of which are connected to a blastia. Yuri must use the Sorcerer's Ring on each of the blastia to raise the platforms to piece the walkway together. Gather up the items from the chests as they become available and explore the pathways fully and don't miss any valuable items—Brave Vesperia needs every one of them in the coming battle.





Light all of the blastia to complete the rocky bridge leading to the save point. Take this time to assemble your ultimate battle party, set everyone's skills the way you want them, and select equipment that complements the role you assign them. Equip as many party members with the Amulet as you can. Other good accessories to use are the Alexandrite, Faerie Ring, and Rebirth Ring.

DUKE



Duke fights with incredible speed and agility and this is by far the fastest, most frenetic battle Yuri has encountered. Go at him with everything, much the way you did with Zagi in the previous fight. Duke utilizes a number of status-afflicting attacks so having the Amulet or World Charm equipped will prove invaluable.

Duke has no particular weaknesses so Rita should have access to her full arsenal of spells. Use the Limit Bottle to quickly push the Over Limit to its max and trigger a Mystic Arte to chop down Duke's HP. Keep a steady eye on the party's HP and TP and use Orange Gels and Apple Gels whenever possible. Save the Miracle Gels and Special Gels for use later. As you may have guessed, this is but only one half of the battle...





DUKE

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
60	286500	4000	762	750	690	704

RESISTANCE	WEAKNESS
N/A	N/A

DUKE



Make frequent use of the Guardian Field arte to heal on the fly and use the Azure Storm attack to interrupt Duke's volleys. Use the Limit Bottles to fill the Over Limit to level 4 and attack with a Mystic Arte. With the right skills activated, you'll be able to extend the length of the Mystic Arte by rapidly tapping the B Button.

There's no reason to hold back now or conserve any of the items in the party's possession. Use up those Limit Bottles and hit him with another Mystic Arte. Duke is a tough, tough foe with the capacity to wipe out Brave Vesperia in a single attack—but even he is no match for Yuri Lowell!







DUKE

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
65	467500	6000	808	880	760	754

RESISTANCE	WEAKNESS
N/A	N/A

If you thought Duke was a bit easy to defeat in that previous battle, it's because he wasn't taking Brave Vesperia seriously. He's not about to make that mistake a second time. Duke pulls no punches in this second battle and not only does he inflict numerous status affects, but he repeatedly uses a Mystic Arte attack that reduces everyone in the party to 1 HP. Quickly use a Miracle Gel on Yuri, then set to issuing the Life Bottles to those who couldn't withstand the attack.





Secret Mission 23

Defeated Duke using a Mystic Arte.

What better way to end the game than by using the most powerful attack to deliver the fatal blow to the most powerful enemy? Watch Duke's HP closely and have a level 4 Over Limit at the ready. Trigger the Mystic Arte as soon as Duke drops below 35,000 HP just to be safe.

CONGRATULATIONS!

You've reached the end of *Tales of Vesperia* and for that you should be proud. Don't think you're done just yet! Oh no! There's still plenty of gaming goodness to be had. Save your completed game to a new save file (note the star). Select "EX New Game" andchoose the save game with the star to start a new game, but with the availability of a Grade Shop to buy manyof the extras with the Grade you've earned. Check the Extras chapter of this book for full details on the Grade Shop and many of the secrets that lie in store for those who play through the game a second time.

ARTES

While it is possible to win some battles with normal attacks, the real strength of your characters comes from their use of Artes. Each character has a unique set of Artes that they use to not only damage their enemies, but in some cases, help their allies as well. As your characters become more experienced in battle they learn different attacks, building up an impressive arsenal of Artes.

The first type of Arte is the Base Arte. Base Artes are basic Artes which your character learns as he or she gains levels. These Artes are useful in battle for a quick attack, but aren't as powerful as the other types of Artes.

Arcane Artes are often more powerful attacks than Base Artes, and because of this they require more TP consumption. Use Arcane Artes in combination with your Base Artes and normal attacks to create combos to take down your enemies.

Altered Artes are gained by using a particular Base Arte in combination with a learned skill. For example, by equipping a Flamberge, Yuri can learn the skill Chain. Once he learns this skill he must use the Base Arte Azure Edge 100 times in order to learn the Altered Arte, Azure Storm. Altered Artes offer devastating damage at a manageable TP cost, making you more efficient in battle.

Each character can also use a Burst Arte. These special Artes can only be used during Over Limit and cost no TP to use. To use a Burst Arte you must trigger an Over Limit, use either an Arcane or Altered Arte, then hold down the A button to trigger the Burst Arte. These powerful attacks deal massive damage to the enemy and can make all the difference in tough battles. The higher the Over Limit, the stronger the Burst Arte attack.

Many skills affect your Artes by increasing your damage, allowing you to do them while in midair, or affecting TP consumption, among other effects. Pay close attention to which Skills you have set and choose those that go best with your fighting style and the situation.





Fang Strike

Yuri's strength lies in his absolutely devastating melee damage. Use his first Base Arte, Azure Edge, to attack enemies as soon as the battle starts. This is well suited to early battles and combined with normal attacks and later Base Artes like Cerberus Strike, the foes you face early on won't stand a chance.



Guardian Field

Properly equipped, Yuri has strong Physical Defense. Move him right into the thick of battle where he can use Artes like Crushing Eagle to knock enemies to the ground. Once you gain the weapon, Dein Nomos, use it to learn the Bastion skill which changes Crushing Eagle to Guardian Field. This Arte really comes in handy when Yuri absorbs a considerable amount of damage. Use it to heal Yuri and close allies while damaging the foes around you all at the same time.

Because Yuri's strength is tied to his battle prowess, he must learn Skills that help him become stronger in battle like Strength and Heavy Hit. When deciding which equipment to use, pay close attention to the Skills it offers. Anytime you can get an extra attack, more HP, or anything else that helps you take punishment and deal damage, it is a good Skill for Yuri.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Azure Edge	Unleash the force of the wind. Able to attack far away enemies.	Wind	5
Cerberus Strike	Quickly punch the enemy three times.	-	6
Fang Strike	Slashes the enemy down and finishes off with an uppercut.	-	7
Wolf Strike	A sharp thrust attack followed by an uppercut.	-	9
Destruction Field	Send a shock wave crashing to the ground. Speed changes depending on the distance between the enemy.	Fire	12
Shining Fang	Slash with a spinning sword. Looks like one is twirling the sword.	-	15
Tiger Blade	Slice the enemy up in the air, then strike them back to the ground.	-	12
Ghost Wolf	Lunge and attack, then quickly get behind the enemy to finish off with another attack.	-	14

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Azure Wolf Strike	A combination of Azure Edge and Wolf Strike.	-	18
Crushing Eagle	Strike the ground and hit the enemy with the force from your weapon.	Earth	15
Dragon Swarm	Hit the enemy with spinning slashes.	-	16
Severing Fang	Kick the enemy up in the air, then strike them as you spin.	-	18
Shining Eagle	Swing your weapon while grazing the ground to bring forth a shockwave.	-	16
Shining Dragon Swarm	A combination of Shining Fang and Dragon Swarm	-	25
Raging Blast	Unleash a burst of power from within that downs the enemy. First level only explodes upon contact.	-	20
Brutal Fang	Punch at the enemy repeatedly with your fist.	-	23
Wailing Havoc	Send an enemy flying with a roundhouse kick in midair, the finish off with a quick thrust.	-	22
Lone Wolf Charge	Unleash a burst of power in the form of a wolf.	-	20
Final Gale	Slash your blade in a circular motion to send a gale shockwave at the enemy.	Wind	30
Rending Wolf Charge	A combination of Brutal Fang and Lone Wolf Charge.	-	30

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Azure Storm	Unleash two consecutive gales of shockwaves. Effective against far away enemies.	Wind	7	Azure Edge	Chain	100
Azure Blast	Unleash an explosive shockwave that will knock down an enemy.	-	7	Azure Edge	Crucible	100
Cerberus Blast	Hit with three quick punches and finish off with a quick stab.	-	11	Cerberus Strike	Alembic	100
Shining Fang Drop	Send the enemy flying with a twirling blade then send them crashing to the ground.	-	14	Shining Fang	Athenor	100
Guardian Field	Thrust weapon into the ground to attack nearby enemies while healing allies within the area.	-	26	Crushing Eagle	Bastion	100
Pyre Havoc	Send enemy in the air and kick with a fire kick. Send aerial enemies flying.	Fire	24	Wailing Havoc	Hell Fire	100
Lone Wolf Storm	Unleash the power of the wolf to send the enemy flying.	Wind	25	Lone Wolf Charge	Gale	100
Frigid Blast	Slash your sword in a circular motion then send forth a shot of ice from your fist.	Wind, Water	35	Final Gale	Great Deluge	100

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Divine Wolf	Slash in a quick, circular motion. No one can withstand the clashing sword.	-	0	-	-
Divine Wolf - Blaze	Slash in a quick, circular motion. No one can withstand the clashing sword.	Fire	0	Divine Wolf	Hell Fire/Chain
Divine Wolf - Crush	Slash in a quick, circular motion. No one can withstand the clashing sword.	Earth	0	Divine Wolf	Athenor/Crucible
Divine Wolf - Storm	Slash in a quick, circular motion. No one can withstand the clashing sword.	Wind	0	Divine Wolf	Gale/Alembic
Divine Wolf - Flood	Slash in a quick, circular motion. No one can withstand the clashing sword.	Water	0	Divine Wolf	Great Deluge/Dispersion

REPEDE



Sonic Dog

Though he may walk on four legs instead of two, don't mistake this tough canine for your party's mascot. While he isn't as heavily armored as Yuri, Repede is pretty tough and uses his speed to leap into battle and back out of harm's way. Base Artes like Sonic Dog serve him well early on. Use Falling Leaf to get behind an enemy then attack with one of Repede's powerful Arcane Arts to chew up the enemy.

Thievery may seem like a minor Arte, but it serves you well throughout your journeys. With this Arte, Repede is able to steal all kinds of items from the enemies you face, which really helps build up your stock of synthesis materials. When facing easier enemies, have Repede use Thievery to the exclusion of his other Artes if you need extra loot. Combine this with the Skill Steal Plus and Repede is quite the thief.



Thievery

Look for skills like Rise Attack and Combo Plus which raises the damage Repede does and gives you an extra attack. While Repede gets some sturdy armor later on, he can't take much damage. Learn skills like Evade which mitigate the damage he takes.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Sonic Dog	Send a series of sonic waves toward the enemies.	-	6
Crescent Fang	Attack with an uppercut spin.	-	8
Punishing Fang	Spin sideways and slash at enemies with a small knife.	-	9
Thievery	Steal an item from an enemy.	-	7
Falling Leaf	Get behind an enemy. This attack does not inflict damage on the enemy.	-	5
Shadow Fang	Slash at an enemy repeatedly with a small knife.	-	11
Demon Dog	Send a sonic wave with your blade.	-	12
Gale Dog	Distract enemies with a gush of wind. Temporarily blocks enemy attacks.	-	14
Shining Dog	Spin to send a small cyclone towards the enemy.	-	15

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Sonic Return	Charge at the enemy at sonic speed, then quickly jump back.	-	13
Light Spear	Spin and slash up into the air.	-	14
Shadow Fang Punishment	A combination of Shadow Fang and Punishing Fang	-	18
Phantom Fang	Spiral dive at the enemy that touches your force field while lying down.	Earth	18
Hell Hound	Throw a fireball at an enemy from mid-air.	Fire	20
Demon Spear	A combination of Demon Dog and Light Spear.	Light	17
Cyclone Shot	Spin in the air to send enemies flying.	-	22
Hell Hound Return	A combination of Sonic Return and Hell Hound.	Fire	23
Shining Fang	Continuously spin and attack in midair.	-	28
Ghost Wolf	Charge at full speed to leave enemies spinning.	-	25

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Lightning Dog	Charge at the enemy as quick as lightning.	Fire, Wind	8	Sonic Dog	Hell Fire/Gale	100
Demon Dog Rush	Send a sonic wave and charge forward to slash at an enemy.	-	14	Demon Dog	Alembic	100
Sonic Fang	Spiral dive and slash at the enemy.	-	15	Sonic Return	Chain/Crucible	100
Victory Light Spear	Spin in the air and dive quickly down at an enemy.	Light	18	Light Spear	Athenor	100
Phantom Glacier	Cause a glacier from beneath the enemy when they touch you while lying down.	Wind, Water	20	Phantom Fang	Great Deluge/ Gale	100

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Divine Dog	Attack multiple times by somersaulting in midair.	-	0	-	-
Divine Dog - Blaze	Attack multiple times by somersaulting in midair.	Fire	0	Divine Dog	Hell Fire/Chain
Divine Dog - Tremble	Attack multiple times by somersaulting in midair.	Earth	0	Divine Dog	Athenor/Crucible
Divine Dog - Savage	Attack multiple times by somersaulting in midair.	Wind	0	Divine Dog	Gale/Alembic
Divine Dog - Whirlpool	Attack multiple times by somersaulting in midair.	Water	0	Divine Dog	Great Deluge/Dispersion

ESTELLE



Angel Ring

In battles where your foes aren't beating on the party, Estelle can use her damaging Artes, like Pow Hammer, Ray Sting, and Grand Chariot, to deliver powerful Light-based attacks. Use Angel Ring to gather up enemies in the center of the battlefield where your other characters can unleash their area of effect attacks to their best advantage. Even though her attacks are useful, Estelle's true strength lies in her awesome arsenal of healing spells.

Estelle starts out with single target healing and curing spells like First Aid and Recover, but soon learns spells that cure the whole party like Nurse and Nightingale. This makes a big difference, especially in difficult battles where multiple characters are being damaged at once. Even though these spells consume TP quickly, they are still more efficient than healing single targets. When facing a difficult foe, have Estelle start healing early, before the rest of the party is critically damaged. This ensures that everyone stays on their feet. If someone should be KO'd, Estelle can cast Resurrection on them to get them back into the fight.



Pow Hammer

Don't underestimate Estelle's support spells, like Barrier and Variable Hex. At the start of challenging battles have her cast these on the characters that will take the most damage. It seriously cuts down on the amount of consumables and healing you need to use in the fight, and sometimes can make all the difference between victory and defeat.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Pow Hammer	Throw a pow hammer that knocks the enemy silly.	Light	4
Star Stroke	Send an energy wave along the ground.	-	5
Pierce Cluster	Stab and slice an enemy, then bounce them off your shield.	-	7
Cavalry	Prevent from staggering temporarily.	-	18
Dividing Edge	Regain posture after maintaining some distance from the enemy and charge at full speed.	-	12
Marche Waltz	Continuously slash at the enemy while dancing the waltz.	-	16

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Delight Roll	Spin and use your weapon to send enemies into the air, while releasing a ray of light.	-	22
Ray Sting	Knock the enemy's shield into the air, then attack with a quick thrust.	Light	10

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Air Divide	Lunge at the enemy and zig-zag across the sky for an upper cut slash.	-	15	Dividing Edge	Alembic	100
Variable Hex	Temporarily raise P. DEF of all allies within range.	-	25	Barrier	Dispersion	50
Resist Field	Temporarily raise M. DEF of all allies within range.	-	28	Resist	Dispersion	50
Grand Chariot	Send seven exploding stars toward the enemy for seven consecutive hits.	Light	32	Photon	Chain	50
Revive	Automatically revive an ally once when KO'd in battle.	-	64	Resurrection	Hell Fire/Athenor	50
Regenerate	Revive all KO'd allies within range.	-	70	Resurrection	Dispersion/ Alembic	50
Nightingale	Summon a tiny angel to restore a large amount of HP to all allies.	-	55	Nurse	Crucible	50
Holy Rain	A divine rain falls upon the earth and attacks all creatures related to darkness.	Light	65	Holy Lance	Great Deluge	50

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Extreme Stars	Stab quickly and beautifully like a shooting star.	-	0	-	-
Star Sign – Flame	Stab quickly and beautifully like a shooting star	Fire	0	Extreme Stars	Hell Fire/Chain
Star Sign – Geo	Stab quickly and beautifully like a shooting star	Earth	0	Extreme Stars	Athenor/Crucible
Star Sign – Gale	Stab quickly and beautifully like a shooting star	Wind	0	Extreme Stars	Gale/Alembic
Star Sign – Aqua	Stab quickly and beautifully like a shooting star	Water	0	Extreme Stars	Great Deluge/Dispersion

NOVICE SPELLS

SPELL	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
First Aid	Restore a small amount of HP to one ally.	-	6
Recover	Cure one ally of all Physical Ailments.	-	14
Sharpness	Temporarily increase P. ATK of one ally.	-	12
Barrier	Temporarily increase P. DEF of one ally.	-	15
Astion	Temporarily increase M ATK of one ally.	-	16
Resist	Temporarily increase M. DEF of one ally	-	20
Photon	Attack enemy with an explosion of light.	Light	26

INTERMEDIATE SPELLS

SPELL	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Healing Circle	Restore a medium amount of HP to allies within range during battle.	-	35
Resurrection	Resurrect one KO'ed ally.	-	40
Dispel	Cure all allies of any Physical or Magical Ailments.	-	38
Angel Ring	Bring forth a ring of light to collect all enemies in one area.	Light	32
Nurse	Summon an angel to restore a medium amount of HP to all allies.	-	42

ADVANCED SPELLS

SPELL	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Holy Lance	Run an enemy through with a divine spear.	Light	48
Revitalize	Restore a large amount of HP to allies within range during battle.	-	80
Force Field	Set up a barrier to protect allies within range from enemy attacks.	-	56



KAROL



Dragon Upper

Karol may be a kid, but he holds his own against any foe in battle. With Base Artes like Dragon Upper he is an asset to your party as soon as he joins. Make full use of Artes like Destructo Pain Shot or Destructo Spider Web which, by decreasing the Physical Defense or Speed of an enemy, benefits the whole party attacking the foe. Use Arcane Arts like Devil Rage Rise to send the enemy flying and open up some distance if you need to use an item.

Though damage is his main talent, Karol also has some nice Artes that can heal and cure many ailments. He learns Nice Aid Smash, which recovers HP for anyone in close proximity to him. This is really valuable for keeping his own HP at an acceptable level while helping out his allies. Even when he is not currently in the Active Party, use these Artes between battles to cut down on the party's consumable use.



Destructo Spider Web

Karol should concentrate on many of the same skills as Yuri. Learn Strength, as well as Combatir and Raynard, which raise his attack when using an axe or a hammer, respectively. Skills like these really make a difference in Karol's damage dealing.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Dragon Upper	Swing a heavy weapon to send enemies up into the air.	-	6
Destroying Rock	Smash the earth with a large force and send debris flying to attack enemies.	Earth	10
Nice Aid Smash	Write a formula on the ground with your weapon. Restores a small amount of HP to allies within range.	-	12
Destructo Pain Shot	Temporarily decreases P. DEF of enemy hit by your bag.	-	12
Lightning Wave	Send forth a wave of lightning with your weapon.	Fire, Wind	14
Nice Recovery Smash	Write a formula on the ground with your weapon. Cure allies of Physical Ailments and attack enemies within range.	-	18
Bug Breath	Send a poisonous gas to attack enemies. Effective against bug type enemies.	-	17
Punishing Smash	Roll to attack enemies within range.	-	18
Gaia Bug	Throw random treasures from your bag.	-	15
Destructo Spider Web	Call forth a spider's web to temporarily decrease a target's speed.	-	22
Havoc Break	Throw your weapon in the air to knock down flying enemies.	-	15
Coil Beat	Concentrate to temporarily increase P. ATK.	-	8
Roaring Revolution	Roll forward and charge at the enemy. You're on a roll!	-	18
Destructo Booing	Swing your bag to hit the enemy. Temporarily decreases P. ATK of target.	-	22

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Hammer Flow Upper	Drive your weapon into the ground and attack again as you pull it back up.	-	18
Punishing Aid Smash	A combination of Punishing Smash and Nice Aid Smash.	-	24
Reaper Knock	Toss a white ball from your bag and hit it at the enemy. Grand slam!	-	28
Punishing Beast Flash	Swing your weapon at the enemy.	Fire	22
Roaring Dragon Blow	A combination of Roaring Revolution and Dragon Upper.	-	28
Devil Rage Rise	Send the enemy flying with a force enough to blow the Devil away.	-	30
Rending Drop	Dive down and land on your head to send a shockwave at the enemy.	Earth	32
Ultimate Divine Destruction	Drive your weapon into the ground and pound enemies to pieces. You'll trip if you miss!	-	34

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Destruction Street	Charge forward as you smash the ground with your weapon.	Earth	16	Destroying Rock	Alembic	100
Nice Healing Smash	Write a formula on the ground. Restores a medium amount of HP to allies within range.	-	22	Nice Aid Smash	Great Deluge	100
Nice Curing Smash	Write a formula on the ground. Restores a large amount of HP to allies within range.	-	30	Nice Healing Smash	Great Deluge/ Crucible	100
Twin Punishing Smash	Leverage the weight of your weapon to roll sideways and attack all that falls in your path.	-	20	Punishing Smash	Chain	100
Havoc Thunder	Leap into the air and catch a bolt of lightning with your weapon and slam it into the enemy on the way down.	Fire, Wind	22	Havoc Break	Hell Fire/Gale	100
Death Quake Spark	Unleash an extremely powerful plow with all your might. Able to take out all enemies if aimed correctly.	Earth	38	Ultimate Divine Destruction	Athenor	100

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Ultra Punishing Swing	You spin rapidly, smashing the enemy over and over again and finally sending them flying.	-	0	-	-
Ultra Punishing Heat	You spin rapidly, smashing the enemy over and over again and finally sending them flying.	Fire	0	Ultra Punishing Swing	Hell Fire/Chain
Ultra Punishing Crush	You spin rapidly, smashing the enemy over and over again and finally sending them flying.	Earth	0	Ultra Punishing Swing	Athenor/Crucible
Ultra Punishing Typhoon	You spin rapidly, smashing the enemy over and over again and finally sending them flying.	Wind	0	Ultra Punishing Swing	Gale/Alembic
Ultra Punishing Soul	You spin rapidly, smashing the enemy over and over again and finally sending them flying.	Water	0	Ultra Punishing Swing	Great Deluge/Dispersion

RITA



ζ = δτ(ωρ)

Rita's real strength is in her spells. She starts out with mainstays like Fire Ball but moves on to show stoppers like Tractor Beam and Meteor Storm which can affect several enemies at once. Rita's powerful spells are more than worth the effort to protect her with your other characters.



Tractor Beam

For Rita, focus on learning skills that increase the power of her spells, like Heavy Magic, while trying to also increase her survivability with skills like Reflect, Resist, and Immunity.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
βΧψ=√	Your grace sends the enemy flying. Uses the magical incantation "Rudolf".	-	10
ζΧψ=Φ	Make enemies lose their footing. Uses the incantation "Phi".	-	12
∠=(x, y, z)	Summon a beast's claw. Scratch!! Uses the incantation "Descartes".	-	16

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
ζ=δτ(ωρ)	Clobber the enemy over the head. Uses the incantation "Laplace".	-	20
∠=∞	Pages from a spellbook slash enemies. Uses the incantation "Wallis".	-	14
(δ/χ)λ=ι	Energy blows an enemy away. Uses the incantation "Ideal".	-	20

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Eruption	Cause a volcanic eruption from beneath to incinerate nearby enemies.	Fire	18	Fire Ball	Crucible	50
Ivy Rush	Call forth a thorny ivy to entwine enemies.	Earth	16	Stone Blast	Great Deluge	50
Demon's Lance	Unleash a lance of evil at full speed at the enemy.	Darkness	20	Spread Zero	Alembic	50
Aqua Laser	Cause a stream of water from beneath to wash away enemies.	Water	32	Splash	Dispersion	50
Freeze Laser	Unleash spears of ice on the enemy.	Wind, Water	28	Splash	Gale/Chain	50
Riot Horn	Cause sharp rocks to run beneath enemies.	Earth	36	Stalagmite	Athenor	50
Gold Cat	Drop a large golden cat on enemies. Coins scattered depends on the amount of Gald in possession.	Fire, Earth	46	Tractor Beam	Hell Fire/Athenor	50
Flame Dragon	Summon a fire dragon to rip through enemies.	Fire	30	Spiral Flame	Alembic/ Crucible	50
Bloody Howling	Summon the force of darkness destroying those that get caught in the force field.	Darkness	58	Violent Pain	Dispersion/ Crucible	50
Thunder Blade	Calls a blade of thunder down on the enemy and causes an explosion of lightning.	Fire, Wind	68	Blade Roll	Hell Fire/Gale	50

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Mystic Drive	Summon a powerful force from beneath the enemy and attack with bursts of light.	-	0	-	-
Raging Drive	Summon a powerful force from beneath the enemy and attack with bursts of light.	Fire	0	Mystic Drive	Hell Fire/Chain
Ruinous Drive	Summon a powerful force from beneath the enemy and attack with bursts of light.	Earth	0	Mystic Drive	Athenor/Crucible
Fleeting Drive	Summon a powerful force from beneath the enemy and attack with bursts of light.	Wind	0	Mystic Drive	Gale/Alembic
Diffusional Drive	Summon a powerful force from beneath the enemy and attack with bursts of light.	Water	0	Mystic Drive	Great Deluge/Dispersion

NOVICE SPELLS

SPELLS	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Fire Ball	Send a fireball toward the enemy. Continued use will increase the number of fireballs.	Fire	8
Stone Blast	Call forth small rocks from beneath an enemy.	Earth	10
Champagne	Cause a stream of water to bubble up from beneath an enemy.	Water	14
Spread Zero	Collect the darkness surrounding the enemies and send this force back to destroy them.	Darkness	12

INTERMEDIATE SPELLS

SPELLS	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Splash	Cause a stream of water to fall upon the enemy.	Water	22
Stalagmite	Call forth sharp rocks from beneath an enemy.	Earth	34
Tractor Beam	Bring enemies in the area to the air and send them crashing down to the earth.	-	42
Negative Gate	Bring forth an evil dimension that blocks enemy movement.	Darkness	46
Spiral Flare	Focus pure fire and thrust it at the enemy.	Fire	38

ADVANCED SPELLS

SPELLS	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Tidal Wave	Draw forth a massive wave to wipe out enemies in a wide range.	Water	72
Violent Pain	Summon the force of darkness to bring about a spear that will thrust at the enemy.	Darkness	50
Blade Roll	Slice any enemies that get caught by the sweeping mystic blade.	-	54
Ground Dasher	Release the hidden power of the earth to crush the enemy.	Earth	64
Crimson Flare	Bring forth a large column of fire to burn all enemies within the area.	Fire	62
Meteor Storm	Summon large meteors to rain down from the heavens to cause great destruction to the area.	-	76





RAVEN



Serpent

Much like Rita, Raven can fight at close quarters, but excels at range. The "old man" takes damage more easily than most of the other characters and serves you best when he can rain down arrows from a distance. His Base Arte Rain is an effective attack with a low TP cost. Use Bouquet to Charm enemies, making them wander aimlessly instead of focusing their attack. Serpent is also a good choice. It sets an explosive trap for the enemy!



Learning an Altered Art

Raven's more advanced Artes can cause a great deal of damage. Cyan Instant damages all enemies in front of Raven, while The Wind's Howl delivers a single, devastating strike.

Raven benefits most from skills like Strength T, which adds to his Physical Attack. He should also learn skills like TP Attack, to damage an enemy's TP, decreasing the amount of damage they can deal. The Guard skill Long Range is also a must. This lets Raven fire arrows from across the battlefield, in relative safety.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Rain	Fire an arrow of light at enemies in front. Cause an explosion on enemies with Guard Break.	-	8
Bouquet	Shoot an arrow through the enemy's heart. Temporarily inflicts Charm on the enemy.	-	12
Serpent	Fire a magic arrow in the ground to set off an explosion when enemies move over the area.	Earth	11
Glimmer of Heaven	Shoot an arrow to the sky and have it fall back down on an enemy moments later.	-	15
Around	Double slash with your knife and blade.	-	13
Love Shot	Send an arrow to cure an ally low in HP. Can you feel the love?	-	18
Dark Chase	Send an arrow to slowly chase after an enemy.	-	16
Violet Snake	Crouch and fire an arrow at an enemy. Attack changes with distance when a certain skill is set.	-	12

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Just Like Dancing	Twirl and slash with your knife and blade.	-	24
Cyan Instant	Shoot arrows around you to attack all enemies in the way.	-	18
Heaven's Tear	Send an enemy in the air with your blade, then follow by an arrow attack.	-	18
Falling	Jump and fire an arrow at the enemy. Attack changes with distance when a certain skill is set.	-	28
Azure Heavens	Shoot an arrow high up into the sky to cause multiple arrows to fall onto enemies in the area.	-	23
Falling Stars	Fire an arrow that gradually gains speed and power at an enemy.	-	21
Crime	Fire a series of arrows at the enemy. Attack changes with distance when a certain skill is set.	-	26
The Wind's Howl	Fire a swift, powerful arrow at the enemy. Attack changes with distance when a certain skill is set.	Wind	23

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Rainsong	Cause arrows shot during Guard Break to explode with Taunt.	-	8	Rain	Crucible	100
Rain Down	Fire an arrow high in the sky and wait patiently for the arrow to hit the enemy.	-	18	Glimmer of Heaven	Gale	100
Around and Around	Double slash with your blade and knife, then continue to swirl and slash.	-	15	Around	Chain	100
Rain of Heaven's Tears	Slash an enemy repeatedly in midair.	-	20	Heaven's Tear	Gale/Chain	100
Falling Further	Jump in the air to fire an arrow powerful enough to break the ground to pieces.	-	30	Falling	Crucible/Athenor	100
The Growing World	Arrows hitting the enemy will break off into smaller arrows, hitting nearby targets.	-	18	Falling Stars	Dispersion	100
Inverno	Bring forth a sharp glacier from beneath the enemy.	Wind, Water	34	Arrivederci	Great Deluge	50
Tempest	Call forth a huge hurricane and lightning to strike the enemy.	Fire, Wind	52	Havoc Gale	Hell Fire/ Crucible	50
Stop Flow	Interference with aer stops time temporarily.	-	100	Vanji Lost	Hell Fire/Athenor	-

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Fury Blast	Charge up while firing arrows consecutively, then a final blow with the charged energy.	-	0	-	-
Chaotic Fury	Charge up while firing arrows consecutively, then a final blow with the charged energy.	Fire	0	Fury Blast	Hell Fire/Chain
Garnet Chaos	Charge up while firing arrows consecutively, then a final blow with the charged energy.	Earth	0	Fury Blast	Athenor/Crucible
Kamikaze Fury	Charge up while firing arrows consecutively, then a final blow with the charged energy.	Wind	0	Fury Blast	Gale/Alembic
Storm of Chaos	Charge up while firing arrows consecutively, then a final blow with the charged energy.	Water	0	Fury Blast	Great Deluge/Dispersion

NOVICE SPELLS

SPELL	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Wind Blade	Slash and crush enemies with a wind blade.	Wind	10

INTERMEDIATE SPELLS

SPELL	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Arrivederci	Cause a small whirlwind to send enemies flying.	Wind	22
Havoc Gale	Send a violent tornado that blocks enemy movement then crushes with air pressure.	Wind	40
Vanji Lost	Hit enemies with a ray of light and temporarily inflict Charm.	Wind	60

JUDITH



New Moon Blade

Judith is quick on her feet and deadly with her long weapon. Use her Base Artes like Crescent Moon and Luna Fang to get the battle off to a good start. Keep Judith's equipment up to date as her Artes take her right into the center of battle.

Judith is a strong melee addition to your party, and she is particularly effective against aerial enemies. Her wide range of aerial attacks like Moonlight Drop allows her to hack and slash at enemies that are out of range of the normal attacks of other characters. Use Luna Talon when she is surrounded by enemies to knock them to the ground giving her a chance to regroup and resume her attack. Rising Luna Rondo is also good for putting enemies on the defensive so Judith can move in for the KO.



Thunder Moon

Judith's catastrophic Artes, like Thunder Moon, are enhanced by learning skills like Aerial Artes and Strength. The Support Skill, Temptation, is also handy. It occasionally inflicts Confusion on an enemy, which gives her the extra time she needs to push her attack.

BASE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Crescent Moon	Charge at the enemy and hit them with a kick.	-	6
Luna Fang	Jump into the air and land on the enemy.	-	8
Moonlight Havoc	Deliver a roundhouse kick in the air, the finish with another kick as you land.	-	7
New Moon Blade	Charge forward to attack with your lance.	-	11
Crescent Strike	Swing your lance like the full moon, then slash as if slashing the moon in half.	-	12
Luna Rise	Spin in the air while slashing, then finish off with a kick.	-	17
Moonlight Talon	Perform an uppercut slash to send an enemy in the air.	-	9
Dawn Moon	Jump, then quickly dive at the enemy.	-	10
Moonlight Blast	Spin around and knock the enemy down with the handle of your lance.	-	14
Luna Storm	Cause a whirlwind with your lance.	Wind	16
Piercing Moon	Perform a quick uppercut as if aiming for the moon.	-	15

ARCANE ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION
Luna Gale	Continuously kick the enemy in midair during an upside-down spin.	-	22
Luna Ascendant	Rush and attack with an uppercut slash.	-	20
Luna Rondo	Spin and slash enemies within range. Executable only in midair.	-	23
Rising Moonlight Havoc	Toss the enemy in the air, then do a combination of slashes and kicks.	-	22
Moonbeam	Teleport above the enemy, then strike down with your lance.	-	24
Luna Crush	Jump and strike down your lance with all your might.	-	28
Thunder Moon Rising	A combination of Luna Rise and Thunder Moon.	Fire, Wind	23
Luna Havoc	Jump high in the air and send a flying kick to the enemy.	-	30
Sundering Moon	Bring down your lance with a force that can bring down the moon.	-	29
Moon Glare	Swing and slash your lance in the image of the moon.	-	36

ALTERED ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL	USES TO LEARN
Luna Talon	Jump in the air and land with a force to take down surrounding enemies.	-	11	Luna Fang	Athenor	100
Moonlight Drop	Spin and slash in midair.	-	12	Moonlight Talon	Chain	100
Raging Luna Storm	Cause a whirlwind to slash nearby enemies, then send it to attack a far away enemy.	Wind	19	Luna Storm	Gale	100
Rising Luna Rondo	Spin and slash enemies within range, then send them flying with the final blow.	-	26	Luna Rondo	Dispersion	100
Thunder Moon	Spin into the air and bring down a bolt of lightning on the enemy.	Fire, Wind	21	Luna Crush	Hell Fire/Gale	100
Luna Storm	Jump quickly into the air and kick back down at lightning speed.	Fire, Wind	34	Luna Havoc	Hell Fire/ Alembic	100

BURST ARTES

ARTE	DESCRIPTION	ATTRIBUTE	TP CONSUMPTION	BASE ARTE	SKILL
Ashen Moonlight	Seal enemies in a ball of light, then cause it to explode in midair.	-	0	-	-
Conflagration Blast	Seal enemies in a ball of light, then cause it to explode in midair.	Fire	0	Ashen Moonlight	Hell Fire/Chain
Crushing Grave	Seal enemies in a ball of light, then cause it to explode in midair.	Earth	0	Ashen Moonlight	Athenor/Crucible
Quasi Seal	Seal enemies in a ball of light, then cause it to explode in midair.	Wind	0	Ashen Moonlight	Gale/Shunbin
Midnight Flood	Seal enemies in a ball of light, then cause it to explode in midair.	Water	0	Ashen Moonlight	Great Deluge/Dispersion

ITEMS & EQUIPMENT

While the Blastia Barriers keep the towns and cities of Terca Lumireis safe, once you venture out into the wild you can't travel very far without encountering the myriad of monsters that roam the land. The following tables list the items you can find, purchase, or synthesize during your journey. Always be prepared for battle by keeping your equipment up to date and your inventory filled with lifesaving consumables!

CONSUMABLES

Bottles

CURE BOTTLE

A liquid that cures all Physical Ailments after battle.

BUY	SYNTHESIS	SELL
500	375	250
SYNTHESIS MATERIALS	Magic Resin x1, Aer Agaric x1, Medical Herb x1	

DARK BOTTLE

A bottle sealed with darkness. Attracts enemy attention for a certain amount of time.

BUY	SYNTHESIS	SELL
300	225	150
SYNTHESIS MATERIALS	Jet-black Ink x1, Demon Bone x1, Merman Fin x1	

DINEI BOTTLE

A liquid that cures all Magical Ailments during battle.

BUY	SYNTHESIS	SELL
500	375	250
SYNTHESIS MATERIALS	Magic Resin x1, Sacred Tree x1, Paralyze Powder x1	

HOLY BOTTLE

A bottle sealed with light. Keeps enemies away for a certain amount of time.

BUY	SYNTHESIS	SELL
300	225	150
SYNTHESIS MATERIALS	Magic Resin x1, Knight Holy Water x1	

LIFE BOTTLE

Spirited water that revives a KO'd ally with 30% of Max HP and 15% of Max TP.

BUY	SYNTHESIS	SELL
500	375	250
SYNTHESIS MATERIALS	Magic Resin x1, Medical Herb x5	

LIMIT BOTTLE

Fills the Over Limit gauge fully once. Can only be used during battles.

BUY	SYNTHESIS	SELL
-	1000	500
SYNTHESIS MATERIALS	Flare Stone x1, Geo Stone x1, Air Stone x1, Frost Stone x1	

MIND BOTTLE

Medicine that cures contamination.

BUY	SYNTHESIS	SELL
150	112	75
SYNTHESIS MATERIALS	Magic Resin x1, Toad Oil x1	

NECTAR BOTTLE

Prevents Magical Ailments for 1 minute during battle. Can only be used during battles.

BUY	SYNTHESIS	SELL
-	750	500
SYNTHESIS MATERIALS	Knight Holy Water x1, Apple x1, Strawberry x1, Tolbyccian Water x1	

PANACEA BOTTLE

Cures both Physical and Magical Ailments. Need to keep some handy for an extra precaution.

BUY	SYNTHESIS	SELL
1000	750	500
SYNTHESIS MATERIALS	Magic Resin x1, Eggbear Claw x1, Soul Grass x1, Medical Herb x3	

PARALYSIS BOTTLE

Medicine that cures Paralysis. Very powerful, so avoid heavy use.

BUY	SYNTHESIS	SELL
150	112	75
SYNTHESIS MATERIALS	Magic Resin x1, Paralyze Powder x1	

POISON BOTTLE

Medicine that cures Poison. The herbal scent is refreshing.

BUY	SYNTHESIS	SELL
150	112	75
SYNTHESIS MATERIALS	Magic Resin x1,Fungus Powder x1	

SEAL BOTTLE

Medicine that cures Sealed Artes and Sealed Skills.

BUY	SYNTHESIS	SELL
150	112	75
SYNTHESIS MATERIALS	Magic Resin x1, Sacred Tree x1	

STONE BOTTLE

Medicine that cures Petrification. You don't want to spill this in your room.

BUY	SYNTHESIS	SELL
150	112	75
SYNTHESIS MATERIALS	Magic Resin x1	

SYRUP BOTTLE

Prevents Physical Ailments for 1 minute during battle. Can only be used during battles.

BUY	SYNTHESIS	SELL
-	750	500
SYNTHESIS MATERIALS	Knight Holy Water x1, Orange x1, Peach x1, Soul Grass x1	

WEAK BOTTLE

Medicine that cures Weak. Makes you active!

BUY	SYNTHESIS	SELL
150	112	75
SYNTHESIS MATERIALS	Magic Resin x1, Fungus Powder x1	

Gels

APPLE GEL

A gummi type medicine. Restores 30% of Max HP. The apple flavor has nothing to do with the effect.

BUY	SYNTHESIS	SELL
100	75	50
SYNTHESIS MATERIALS:	Medical Herb x1, Gel Base x1	

SPECIFIC

Restores 30% of Max TP for all party members. Nice to spread around when using.

BUY	SYNTHESIS	SELL
-	3750	2500
SYNTHESIS MATERIALS:	Magic Resin x1, Soul Grass x6	

ORANGE GEL

A gummi type medicine. Restores 30% of Max TP. It has a nice citrus scent with an orange flavor.

BUY	SYNTHESIS	SELL
250	187	125
SYNTHESIS MATERIALS:	Soul Grass x1, Gel Base x1	

LOTTERY GEL

Maybe it's something good, maybe it's not. You won't know until you try it.

BUY	SYNTHESIS	SELL
10	7	5
SYNTHESIS MATERIALS:	Soft Tail x1, Red Blossom x1, Gel Base x1	

LEMON GEL

A gummi type medicine. Restores 60% of Max HP. The sourness helps to shake off drowsiness.

BUY	SYNTHESIS	SELL
1000	750	500
SYNTHESIS MATERIALS:	Medical Herb x2,Gel Base x1 or Apple Gel x1, Medical Herb x1	

SPECIAL GEL

A gummi type medicine. Recovers all HP and TP. Very useful, but rare and limited in numbers.

BUY	SYNTHESIS	SELL
-	7500	5000
SYNTHESIS MATERIALS:	Melange Gel x1, Mystic Orb x1, Gel Base x1 or Specific x2	

MIRACLE GEL

A gummi type medicine. Restores 60% of Max HP and TP. Enjoy the miraculous flavor.

BUY	SYNTHESIS	SELL
3000	2250	1500
SYNTHESIS MATERIALS:	Pineapple Gel x1, Lemon Gel x1, Medical Herb x4, Soul Grass x4, Gel Base x2 or Melange Gel x1, Medical Herb x2, Soul Grass x2, Gel Base x2	

MELANGE GEL

A gummi type medicine. Restores 30% of Max HP and TP. The ingredient is a secret.

BUY	SYNTHESIS	SELL
1000	750	500
SYNTHESIS MATERIALS:	Soul Grass x2, Medical Herb x2, Gel Base x1	

TREAT

Restores 30% of Max HP for all party members. Nice to spread around when using.

BUY	SYNTHESIS	SELL
-	3750	2500
SYNTHESIS MATERIALS:	Magic Resin x1, Medicinal Herb x6	

PINEAPPLE GEL

A gummi type medicine. Restores 60% of Max TP. Don't let the fiber get stuck in your teeth.

BUY	SYNTHESIS	SELL
1500	1125	750
SYNTHESIS MATERIALS:	Orange Gel x1, Aer Agaric x2 or Soul Grass x2, Gel Base x1	

Herbs

BASIL

A medicinal herb. Increases M. DEF by 1.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

CHAMOMILE

A medicinal herb. Increases M. ATK by 1

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

LAVENDER

A medicinal herb. Increases P. ATK by 1.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED BASIL

A medicinal herb. Increases M. DEF by 3.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED CHAMOMILE

A medicinal herb. Increases M. ATK by 3.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED LAVENDER

A medicinal herb. Increases P. ATK by 3.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED SAFFRON

A medicinal herb. Increases AGL by 3.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED SAGE

A medicinal herb. Increases Max HP by 30.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED SAVORY

A medicinal herb. Increases Max TP by 30.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

RED VERBENA

A medicinal herb. Increases P. DEF by 3.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS:	-	

SAFFRON

A medicinal herb. Increases AGL by 1.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS	-	

SAGE

A medicinal herb. Increases Max HP by 10.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS	-	

SAVORY

A medicinal herb. Increases Max TP by 10.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS	-	

VERBENA

A medicinal herb. Increases P. DEF by 1.

BUY	SYNTHESIS	SELL
-	-	50
SYNTHESIS MATERIALS	-	

Other

ALL-DIVIDE

Reduces all damage inflicted on allies and enemies during battle by 50%.

BUY	SYNTHESIS	SELL
-	100	50
SYNTHESIS MATERIALS	Fragment of Hyper-Resonance x1	

HOURGLASS

Temporarily freezes the enemy during battle.

BUY	SYNTHESIS	SELL
-	100	50
SYNTHESIS MATERIALS	Fonstone x1, Blue Star Gem x1	

MAGIC LENS

A mysterious lens that reveals enemy details. Never look into the sun with it!

BUY	SYNTHESIS	SELL
10	7	5
SYNTHESIS MATERIALS	Blastium Ore x1, Mandrake Eye x1	

MAT

A simple mat used when camping outdoors. Restores 25% of Max HP and TP.

BUY	SYNTHESIS	SELL
100	-	50
SYNTHESIS MATERIALS	-	

SIMPLE TENT

A simple tent for camping outdoors. Restores 50% of Max HP and TP.

BUY	SYNTHESIS	SELL
250	-	125
SYNTHESIS MATERIALS	-	

TENT

An all-purpose heavy duty tent. Restores 75% of Max HP and TP.

BUY	SYNTHESIS	SELL
500	-	250
SYNTHESIS MATERIALS	-	

BARRIER

A cozy barrier that can block out wind and rain. Fully restores HP and TP in luxury and peace.

BUY	SYNTHESIS	SELL
1000	-	500
SYNTHESIS MATERIALS	-	

MAIN WEAPONRY

Swords

ABYSSION

A sword red as blood. The blade is filled with rage.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS: -

P ATK	P DEF	M ATK	M DEF
550	0	0	0

ATTRIBUTE: -

SKILLS: -

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ARIES

Named after an ancient god of war, this is a weapon designed for total destruction.

BUY	SYNTHESIS	SELL
-	3900	3900

SYNTHESIS MATERIALS: Geo Stone x1, Demon Bone x1, Sacred Tree x3

P ATK	P DEF	M ATK	M DEF
388	20	0	20

ATTRIBUTE: Wind

SKILLS: Alembic, Gale, Evade 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BASILARD

A sword red as blood. The blade is filled with rage.

BUY	SYNTHESIS	SELL
-	-	1850

SYNTHESIS MATERIALS: -

P ATK	P DEF	M ATK	M DEF
200	0	120	0

ATTRIBUTE: -

SKILLS: Guard Artes, BA Force

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BASILARD +1

A simple, yet well-made short sword. Easy to use and popular among swordsmen.

BUY	SYNTHESIS	SELL
-	2000	2000

SYNTHESIS MATERIALS: Basilard x1, Merman Fang x2

P ATK	P DEF	M ATK	M DEF
220	0	144	0

ATTRIBUTE: -

SKILLS: Guard Artes, BA Force, Cure Guard

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BASTARD SWORD

A large sword capable of both piercing and slashing. More well-balanced than it actually looks.

BUY	SYNTHESIS	SELL
-	1100	1100

SYNTHESIS MATERIALS

Devil's Sickle x1, Magic Resin x1, Insect Horn x1

P ATK	P DEF	M ATK	M DEF
187	0	0	0

ATTRIBUTE

–

SKILLS

Item Thrower, Bug Busters

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BASTARD SWORD + 1α

A large sword capable of both piercing and slashing. More well-balanced than it actually looks.

BUY	SYNTHESIS	SELL
-	1700	1700

SYNTHESIS MATERIALS

Bastard Sword x1, Bird Feather (Small) x1, Tolbyccian Water x3

P ATK	P DEF	M ATK	M DEF
230	10	0	0

ATTRIBUTE

-

SKILLS

Item Thrower, Life Up, Taunt

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BASTARD SWORD + 1β

A large sword capable of both piercing and slashing. More well-balanced than it actually looks.

BUY	SYNTHESIS	SELL
-	1700	1700

SYNTHESIS MATERIALS

Bastard Sword x1, Bird Feather (Small) x1, Tolbyccian Fish x3

P ATK	P DEF	M ATK	M DEF
230	0	0	10

ATTRIBUTE

-

SKILLS

Item Thrower, Mental Up, Taunt 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BATTLE SWORD

A versatile and useful military sword. The broad blade adds weight and durability.

BUY	SYNTHESIS	SELL
1750	-	875

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
150	13	0	0

ATTRIBUTE

-

SKILLS

Void Attack

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BATTLE SWORD + 1

A versatile and useful military sword. The broad blade adds weight and durability.

BUY	SYNTHESIS	SELL
-	1300	1300

SYNTHESIS MATERIALS

Battle Sword x1, Devil's Sickle x1, Hoof x2

P ATK	P DEF	M ATK	M DEF
174	17	0	0

ATTRIBUTE

-

SKILLS

Void Attack, Void Magic, Vitality

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLAZOR EDGE ABYSSION

A sword as red as blood. Feel the rage of this weapon through its grip.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTE

Fire

SKILLS

Combo Plus 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLUE DRAGON

A curved sword design passed down through word of mouth. Many versions have been made, but the true form is still unknown.

BUY	SYNTHESIS	SELL
-	1500	1500

SYNTHESIS MATERIALS

Naevimetal x1, Sharp Blade x1

P ATK	P DEF	M ATK	M DEF
198	0	0	0

ATTRIBUTE

-

SKILLS

Combo Plus, Combination

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLUE DRAGON + 1

A curved sword design passed down through word of mouth. Many versions have been made, but the true form is still unknown.

BUY	SYNTHESIS	SELL
-	1750	1750

SYNTHESIS MATERIALS

Blue Dragon x1, Grimoire Page x2, Broken Dagger x2,

P ATK	P DEF	M ATK	M DEF
238	0	0	0

ATTRIBUTE

-

SKILLS

Combo Plus, Combination, Step Combo

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BRAVIOR

A relic from the ancient wars. It somehow gives you courage.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
550	0	0	0

ATTRIBUTE

Light

SKILLS

Motion Change

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CALADBOLG

Once owned by a hero who left his country behind. It is said that this sword is cursed with betrayal and separation.

BUY	SYNTHESIS	SELL
-	-	22500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
740	0	0	0

ATTRIBUTE

-

SKILLS

High Ability Plus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KAROLIAN SWORD

A sword designed to crush with its weight and blade. This is only a hand-made imitation though.

BUY	SYNTHESIS	SELL
~	1750	1750

SYNTHESIS MATERIALS

Karolian Hammer x1, Basilisk Scale x1, Large Claws x4 OR Karolian Hammer +1 x1, Basilisk Scale x1, Large Claws x2

P ATK	P DEF	M ATK	M DEF
244	0	0	0

ATTRIBUTE

~

SKILLS

Speed Charge, Safety

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

KAROLIAN SWORD + 1

A sword designed to crush with its weight and blade. This is only a hand-made imitation though.

BUY	SYNTHESIS	SELL
~	1875	1875

SYNTHESIS MATERIALS

Karolian Sword x1, Soft Tail x1, Toad Oil x2,

P ATK	P DEF	M ATK	M DEF
260	0	0	0

ATTRIBUTE

~

SKILLS

Speed Charge, Safety, Second Attack

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

CLAIOMH SOLAIS

A divine sword restored after several decades. The one willing to fight to protect his people is its true owner.

BUY	SYNTHESIS	SELL
~	~	22500

SYNTHESIS MATERIALS

~

P ATK	P DEF	M ATK	M DEF
766	0	0	0

ATTRIBUTE

~

SKILLS

Hyper Ability Plus

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

COLOSSUS

A broad sword representing a fierce warrior. Ownership of this sword is a sign of true victory.

BUY	SYNTHESIS	SELL
~	~	17000

SYNTHESIS MATERIALS

~

P ATK	P DEF	M ATK	M DEF
720	0	0	0

ATTRIBUTE

~

SKILLS

Assassin, One Man Show, Loner

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

COMPACT SWORD

A small, but well-balanced sword. Handy for beginners.

BUY	SYNTHESIS	SELL
300	~	150

SYNTHESIS MATERIALS

~

P ATK	P DEF	M ATK	M DEF
24	0	0	0

ATTRIBUTE

~

SKILLS

~

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

COMPACT SWORD + 1

A small, but well-balanced sword. Handy for beginners.

BUY	SYNTHESIS	SELL
~	300	300

SYNTHESIS MATERIALS

Mystic Cloth x1, Red Lens x1, Compact Sword x1

P ATK	P DEF	M ATK	M DEF
1	0	0	0

ATTRIBUTE

~

SKILLS

Half Damage, Quarter Damage, Minimum Damage

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

DAMASCUS SWORD

Forged from Damascus steel, it is a sword made with the sturdiest metal. The blade has a unique pattern.

BUY	SYNTHESIS	SELL
4000	~	2000

SYNTHESIS MATERIALS

~

P ATK	P DEF	M ATK	M DEF
270	0	40	0

ATTRIBUTE

~

SKILLS

Happiness, Happiness 2, Happiness 3

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

DARK AVENGER

As implied by the name, this sword represents the hidden hatred in mankind.

BUY	SYNTHESIS	SELL
~	14500	14500

SYNTHESIS MATERIALS

Jet-black Ink x1, Jaggy Fur x3,

P ATK	P DEF	M ATK	M DEF
550	0	450	0

ATTRIBUTE

Darkness

SKILLS

Extra Combo I, Extra Combo II, Evade 3

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

DARK AVENGER + 1

As implied by the name, this sword represents the hidden hatred in mankind.

BUY	SYNTHESIS	SELL
~	16500	16500

SYNTHESIS MATERIALS

Dark Avenger x1, Armadillo Spike x2

P ATK	P DEF	M ATK	M DEF
570	0	490	0

ATTRIBUTE

Darkness

SKILLS

Extra Combo I, Extra Combo II, Extra Combo III

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

DEIN NOMOS

A sword borrowed from the Duke. It changes color according to its owner. The way it cuts may change as well....

BUY	SYNTHESIS	SELL
0	~	0

SYNTHESIS MATERIALS

~

P ATK	P DEF	M ATK	M DEF
460	100	460	100

ATTRIBUTE

Fire, Earth, Wind, Water

SKILLS

Special, Super Chain, Bastion

YURI | REPEDE | ESTELLE | KAROL | RIKA | RAVEN | JUDITH

DROITE SWORD

A sword owned by Yeager's follower, Droite. Even after a fierce battle, the blade is left unscratched.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS

Gauche Sword x1, Air Stone x15,

P ATK	P DEF	M ATK	M DEF
550	0	600	0

ATTRIBUTE

Wind

SKILLS

Sleepy Thrust, Rebirth 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

EPEE

An archetype of a rapier, it is designed specifically for piercing. It is more useful than it looks.

BUY	SYNTHESIS	SELL
1540	-	770

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
110	0	90	0

ATTRIBUTE

-

SKILLS

Strength, Defend, Anti Break

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

EPEE + 1

An archetype of a rapier, it is designed specifically for piercing. It is more useful than it looks.

BUY	SYNTHESIS	SELL
-	1300	1300

SYNTHESIS MATERIALS

Epee x1, Devil's Sickle x1, Hoof x1, Solid Thorn x1

P ATK	P DEF	M ATK	M DEF
160	0	115	0

ATTRIBUTE

-

SKILLS

Taunt, Taunt 2, Lucky End

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ESTOC

A solid sword designed to pierce through not the armor joints, but the armor itself. Also known as an "Armor Piercer."

BUY	SYNTHESIS	SELL
2000	1000	1000

SYNTHESIS MATERIALS

Insect Horn x1, Hoof x1, Crab Shell x1

P ATK	P DEF	M ATK	M DEF
162	0	0	0

ATTRIBUTE

-

SKILLS

Rise Attack, Magic

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ESTOC + 1

A solid sword designed to pierce through not the armor joints, but the armor itself. Also known as an "Armor Piercer."

BUY	SYNTHESIS	SELL
-	1600	1600

SYNTHESIS MATERIALS

Estoc x1, Long Needle x2, Toad Oil x2

P ATK	P DEF	M ATK	M DEF
199	0	0	0

ATTRIBUTE

-

SKILLS

Rise Attack, Magic, Stat Boost

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

FALSE DEIN NOMOS

Created in the course of duplicating the original Dein Nomos. The core was lost, but the blade is still sharp.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
715	0	0	0

ATTRIBUTE

-

SKILLS

Bastion

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

FLAMBERGE

A magic sword resembling a sunset. One touch of the scorching blade is enough to dry the sea.

BUY	SYNTHESIS	SELL
-	2750	2750

SYNTHESIS MATERIALS

Flare Stone x1, Sharp Blade x2, Iron Grip x2

P ATK	P DEF	M ATK	M DEF
322	0	132	0

ATTRIBUTE

Fire

SKILLS

Chain, Hell Fire, Strength 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GAUCHE SWORD

A sword owned by Yeager's follower, Gauche. Even after a fierce battle, the blade is left unscratched.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS

Droite Sword x1, Flare Stone x15,

P ATK	P DEF	M ATK	M DEF
600	0	550	0

ATTRIBUTE

Fire

SKILLS

Charming Thrust, Rebirth

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GLADIUS

A standard short sword used since ancient times. Requires very little strength to wield.

BUY	SYNTHESIS	SELL
1350	-	675

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
90	0	60	0

ATTRIBUTE

-

SKILLS

Item Thrower, Spirits

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GLADIUS + 1

A standard short sword used since ancient times. Requires very little strength to wield.

BUY	SYNTHESIS	SELL
-	850	850

SYNTHESIS MATERIALS

Gladius x1, Basilisk Scale x1, Broken Dagger x2,

P ATK	P DEF	M ATK	M DEF
95	0	125	0

ATTRIBUTE

-

SKILLS

Item Thrower, Stun Magic, Auto Medicine

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HERO'S SWORD

A sword which can only be owned by the one who stands against the demon lord.

BUY	SYNTHESIS	SELL
-	-	150

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
22	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

HIGH TSURUGI

An ancient sword discovered in excellent condition. Also known as the "Dragon Slayer."

BUY	SYNTHESIS	SELL
-	2450	2450

SYNTHESIS MATERIALS

Tsurugi x1, Wolf Fang x2, Paralyze Powder x2 OR Tsurugi +1 x1, Wolf Fang x1, Paralyze Powder x1

P ATK	P DEF	M ATK	M DEF
300	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Combo

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HIGHLANDER

A sword created by a renowned blacksmith. A simple design, yet makes its owner proud.

BUY	SYNTHESIS	SELL
-	13500	13500

SYNTHESIS MATERIALS

Eggbear Claw x1, Demon Bone x2, Gentleman's Tie x2,

P ATK	P DEF	M ATK	M DEF
668	0	0	0

ATTRIBUTE

-

SKILLS

Hit Plus, O.L. Boost

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HOLY AVENGER

As implied by the name, this sword represents the goodness in mankind.

BUY	SYNTHESIS	SELL
40000	-	20000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
700	0	530	0

ATTRIBUTE

Light

SKILLS

Resurrect, HP Recover

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

HOLY AVENGER + 1

As implied by the name, this sword represents the goodness in mankind.

BUY	SYNTHESIS	SELL
-	21000	21000

SYNTHESIS MATERIALS

Holy Avenger x1, Golden Mane x1, Sharp Beak x2

P ATK	P DEF	M ATK	M DEF
710	0	535	0

ATTRIBUTE

Light

SKILLS

Resurrect, HP Recover, TP Recover

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

ICE COFFIN

A simply designed sword which is constantly covered with frost and ice. The source of its magic attribute is unknown.

BUY	SYNTHESIS	SELL
-	3200	3200

SYNTHESIS MATERIALS

Frost Stone x1, Iron Tip x1, Silver Ore x2

P ATK	P DEF	M ATK	M DEF
328	0	162	0

ATTRIBUTE

Water

SKILLS

Dispersion, Great Deluge

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

ICE COFFIN + 1α

A simply designed sword which is constantly covered with frost and ice. The source of its magic attribute is unknown.

BUY	SYNTHESIS	SELL
-	3350	3350

SYNTHESIS MATERIALS

Ice Coffin x1, Silver Ore x1, Wolf Fang x2,

P ATK	P DEF	M ATK	M DEF
335	0	162	0

ATTRIBUTE

Water

SKILLS

Dispersion, HP Condition 3, HP Condition 4

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

ICE COFFIN + 1β

A simply designed sword which is constantly covered with frost and ice. The source of its magic attribute is unknown.

BUY	SYNTHESIS	SELL
-	3350	3350

SYNTHESIS MATERIALS

Ice Coffin x1, Silver Ore x1, Sharp Beak x2,

P ATK	P DEF	M ATK	M DEF
328	0	175	0

ATTRIBUTE

Water

SKILLS

Great Deluge, TP Condition 3, TP Condition 4

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

IRON MAIDEN

A sword used for torture and punishment. Cursed with pain and malice.

BUY	SYNTHESIS	SELL
-	9000	9000

SYNTHESIS MATERIALS

Iron Grip x1, Iron Tip x1, Iron Leg x1, Desier Iron Sand x1

P ATK	P DEF	M ATK	M DEF
499	0	340	0

ATTRIBUTE

-

SKILLS

Guardian

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

IRON MAIDEN + 1α

A sword used for torture and punishment. Cursed with pain and malice.

BUY	SYNTHESIS	SELL
-	14000	14000

SYNTHESIS MATERIALS

Iron Maiden x1, Yurzo Crystal x2, Piney Cone x2,

P ATK	P DEF	M ATK	M DEF
535	0	390	0

ATTRIBUTE

-

SKILLS

Guardian, Super Guard, Defend 4

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

IRON MAIDEN + 1β

A sword used for torture and punishment. Cursed with pain and malice.

BUY	SYNTHESIS	SELL
-	14000	14000

SYNTHESIS MATERIALS

Iron Maiden x1, Weccea Ore x2, Piney Cone x2,

P ATK	P DEF	M ATK	M DEF
530	0	400	0

ATTRIBUTE

-

SKILLS

Guardian, Super Resist, Resist 4

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

KNIGHT SWORD

The official equipment used by the chevaliers. Mass produced yet durable with a good design.

BUY	SYNTHESIS	SELL
1300	-	650

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
106	10	0	0

ATTRIBUTE

-

SKILLS

Taunt, EXP Share

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KRIS NAGA

An artistic short sword with a curvy blade. The shape resembles a flame inflicting deadly wounds.

BUY	SYNTHESIS	SELL
27000	-	13500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
520	0	380	0

ATTRIBUTE

-

SKILLS

O.L. Boost

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

KRIS NAGA + 1α

An artistic short sword with a curvy blade. The shape resembles a flame inflicting deadly wounds.

BUY	SYNTHESIS	SELL
-	15000	15000

SYNTHESIS MATERIALS

Kris Naga x1, Weccea Ore x2, Tortoise Shell x2,

P ATK	P DEF	M ATK	M DEF
650	0	455	0

ATTRIBUTE

-

SKILLS

O.L. Boost, Defend 4, Defend Conversion

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

KRIS NAGA + 1β

An artistic short sword with a curvy blade. The shape resembles a flame inflicting deadly wounds.

BUY	SYNTHESIS	SELL
-	15000	15000

SYNTHESIS MATERIALS

Kris Naga x1, Mystic Orb x2, Magic Resin x2

P ATK	P DEF	M ATK	M DEF
555	0	460	0

ATTRIBUTE

-

SKILLS

O.L. Boost, Resist 4, Resist Conversion

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

LAST FENCER

A sword that is the pure essence of genuine force. It provides a strong state of mind to the master.

BUY	SYNTHESIS	SELL
-	38888	38888

SYNTHESIS MATERIALS

Red Star Gem x5, Blue Star Gem x5, Green Star Gem x5, Orange Star Gem x5, Light Star Gem x5

P ATK	P DEF	M ATK	M DEF
777	0	0	0

ATTRIBUTE

Light

SKILLS

Super Chain 3, Glory

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LONG SWORD

An average sword, but difficult to handle. Former official equipment of the chevaliers.

BUY	SYNTHESIS	SELL
-	350	350

SYNTHESIS MATERIALS

Merman's Weapon x1, Ilyccia Weed x1, Long Needle x1,

P ATK	P DEF	M ATK	M DEF
75	0	0	0

ATTRIBUTE

-

SKILLS

Critical Guard, Defend

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MERCURIUS

A sword made out of mercury, allowing it to be transformed into any shape its owner desires.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
450	0	450	0

ATTRIBUTE

-

SKILLS

-

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

METEORITE BLADE

A sword made out of meteorite metals. Legend has it that the sword fell from the skies.

BUY	SYNTHESIS	SELL
-	-	27500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
760	0	555	0

ATTRIBUTE

Fire, Wind

SKILLS

Super Chain 2, Combination 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYTHRIL SWORD

An ancient sword forged out of "Lost Metal." The firm blade is like a well-polished mirror.

BUY	SYNTHESIS	SELL
9650	-	4825

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
374	0	210	0

ATTRIBUTE

-

SKILLS

Super Chain 5, Extra Combo I

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

OGRE SWORD

A demonic sword known as the "Master Slayer." Appears during wars and spreads calamity and causes transition.

BUY	SYNTHESIS	SELL
-	1900	1900

SYNTHESIS MATERIALS

Merman Fang x3, Wolf Fang x1, Devil's Sickle x1

P ATK	P DEF	M ATK	M DEF
255	0	0	0

ATTRIBUTE

-

SKILLS

Link Slash, Fatal Finish

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

OGRE SWORD + 1

A demonic sword known as the "Master Slayer." Appears during wars and spreads calamity and causes transition.

BUY	SYNTHESIS	SELL
-	2000	2000

SYNTHESIS MATERIALS

Ogre Sword x1, Merman Fang x1, Wolf Fang x2,

P ATK	P DEF	M ATK	M DEF
280	0	0	0

ATTRIBUTE

-

SKILLS

Link Slash, Fatal Finish, Fatal Finish Plus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RAPIER

A long, thin sword that requires skill to use. Praised mainly by duelists for being a "gentleman's weapon."

BUY	SYNTHESIS	SELL
-	325	325

SYNTHESIS MATERIALS

Wolf Fang x1, Ilyccia Weed x1

P ATK	P DEF	M ATK	M DEF
64	0	0	0

ATTRIBUTE

-

SKILLS

Cross Counter, Step Away, Resist

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

REAL KNIGHT SWORD

A sword granted to high ranking knights. It is only gifted to those who have accomplished many feats of valor.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Knight Sword x1, Iron Leg x2, Knight Water x2,

P ATK	P DEF	M ATK	M DEF
466	0	0	0

ATTRIBUTE

-

SKILLS

Combo Plus 2, Combo Force, Evade 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RIOT

A deadly sword with highly lethal powers. The crooked blade is capable of inflicting fatal wounds.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Geo Stone x1, Desier Iron Sand x2, Sharp Blade x2,

P ATK	P DEF	M ATK	M DEF
352	20	0	0

ATTRIBUTE

Wind

SKILLS

Shunbin, Gale, Evade 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RIOT + 1α

A deadly sword with highly lethal powers. The crooked blade is capable of inflicting fatal wounds.

BUY	SYNTHESIS	SELL
-	3250	3250

SYNTHESIS MATERIALS

Riot x1, Knight Holy Water x1, Iron Grip x3,

P ATK	P DEF	M ATK	M DEF
370	30	0	20

ATTRIBUTE

Wind

SKILLS

Alembic, Status Guard, Defend 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RIOT + 1β

A deadly sword with highly lethal powers. The crooked blade is capable of inflicting fatal wounds.

BUY	SYNTHESIS	SELL
-	3250	3250

SYNTHESIS MATERIALS

Riot x1, Knight Holy Water x1, Iron Tip x3,

P ATK	P DEF	M ATK	M DEF
370	20	0	30

ATTRIBUTE

Wind

SKILLS

Gale, Condition Guard, Resist 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUNE BLADE

An ancient sword forged from a special soil. It cannot be reproduced with current technology.

BUY	SYNTHESIS	SELL
7000	-	3500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
350	0	180	0

ATTRIBUTE

-

SKILLS

Spirits 2, Magic 2, Resist 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUNE BLADE + 1

An ancient sword forged from a special soil. It cannot be reproduced with current technology.

BUY	SYNTHESIS	SELL
-	4750	4750

SYNTHESIS MATERIALS

Rune Blade x1, Grimoire Page x5

P ATK	P DEF	M ATK	M DEF
420	0	250	0

ATTRIBUTE

-

SKILLS

Spirits 3, Magic 3, Resist 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SABER

A sword designed to be easily handled on horseback. Mass produced and can be found in most shops.

BUY	SYNTHESIS	SELL
-	-	200

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
24	0	11	0

ATTRIBUTE

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SCIMITAR

A shoddy sword with a crescent blade. The grip is designed to look like a lamp.

BUY	SYNTHESIS	SELL
470	-	235

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Backstep

P.ATK	P.DEF	M.ATK	M.DEF
47	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SECOND STAR

"The first one is for him." A sword named with a deep message.

BUY	SYNTHESIS	SELL
-	-	3750

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Special, Combination 2

P.ATK	P.DEF	M.ATK	M.DEF
545	0	170	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SENTINEL

A sword made with ancient technology. You can sense the aggression of the beasts from the design.

BUY	SYNTHESIS	SELL
-	11000	11000

SYNTHESIS MATERIALS

Naevimetal x2, Wolf Fang x2, Knight Holy Water x2,

ATTRIBUTE

-

SKILLS

Ability Plus

P.ATK	P.DEF	M.ATK	M.DEF
599	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SENTINEL + 1

A sword made with ancient technology. You can sense the aggression of the beasts from the design.

BUY	SYNTHESIS	SELL
-	11750	11750

SYNTHESIS MATERIALS

Sentinel x1, Weccaa Ore x2, Weccaan Lizard Fossil x2,

ATTRIBUTE

SKILLS

Ability Plus, OVL Bonus, OVL Bonus 2

P.ATK	P.DEF	M.ATK	M.DEF
599	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SHADOW FANG

A sword responsible for massive bloodshed. Choose to live in the dark or give up this weapon.

BUY	SYNTHESIS	SELL
9300	-	4650

SYNTHESIS MATERIALS

-

ATTRIBUTE

Darkness

SKILLS

Super Chain 5

P.ATK	P.DEF	M.ATK	M.DEF
405	0	200	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SHADOW FANG + 1

A sword responsible for massive bloodshed. Choose to live in the dark or give up this weapon.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Shadow Fang x1, Iron Leg x2, Jet Black Ink x2,

ATTRIBUTE

Darkness

SKILLS

Super Chain 5, HP Condition, HP Condition 2

P.ATK	P.DEF	M.ATK	M.DEF
477	0	220	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SHIDEN

A sacred thunder sword believed to grant fertility. Now, it is mainly owned by collectors.

BUY	SYNTHESIS	SELL
-	-	10000

SYNTHESIS MATERIALS

-

ATTRIBUTE

Fire, Wind

SKILLS

Super Chain

P.ATK	P.DEF	M.ATK	M.DEF
577	0	220	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SHINAI

A bamboo blade used for sword training. It helps correct one's posture and makes you want to shout out loud.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Dragon Buster

P.ATK	P.DEF	M.ATK	M.DEF
700	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SINCLAIR SABER

A beautiful long sword created with extra care. A masterpiece of true craftsmanship.

BUY	SYNTHESIS	SELL
6450	-	3225

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Super Chain 4,
Magic Guard Plus

P.ATK	P.DEF	M.ATK	M.DEF
345	0	120	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SOUL BLADE MERCURIUS

A sword made out of mercury, allowing its owner to transform its shape into any shape he/she wishes.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Extra Combo I, Extra Combo II,
Extra Combo III

P.ATK	P.DEF	M.ATK	M.DEF
0	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SPINE RIPPER

A sword used by assassins to assault targets from behind. Only the tip is sharpened so that it can be hidden under clothing.

BUY	SYNTHESIS	SELL
4700	-	2350

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
288	0	100	0

ATTRIBUTE

-

SKILLS

FS Bonus, Defend 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SPINE RIPPER + 1

A sword used by assassins to assault targets from behind. Only the tip is sharpened so that it can be hidden under clothing.

BUY	SYNTHESIS	SELL
-	2900	2900

SYNTHESIS MATERIALS

Spine Ripper x1, Spider Web x1, Bird Feather (Medium) x2,

P ATK	P DEF	M ATK	M DEF
330	0	111	0

ATTRIBUTE

-

SKILLS

FS Bonus, FS Bonus 2, Defend 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STILLETO

A sword specialized for piercing. The grip is designed so that it could be held firmly.

BUY	SYNTHESIS	SELL
820	-	410

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
62	0	25	0

ATTRIBUTE

-

SKILLS

Backstep, Evade

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STINGER

A sword with a narrow blade. The blade looks rusty but glows blue.

BUY	SYNTHESIS	SELL
-	2600	2600

SYNTHESIS MATERIALS

Knight Holy Water x1, Iron Tip x1, Sharp Beak x2, Cactus Needles x2

P ATK	P DEF	M ATK	M DEF
314	0	144	0

ATTRIBUTE

Fire

SKILLS

Combo Plus, Combo Force

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STINGER + 1

A sword with a narrow blade. The blade looks rusty but glows blue.

BUY	SYNTHESIS	SELL
-	2900	2900

SYNTHESIS MATERIALS

Stinger x1, Flare Stone x2, Sharp Beak x2,

P ATK	P DEF	M ATK	M DEF
324	0	150	0

ATTRIBUTE

Fire

SKILLS

Combo Plus, Chain, Hell Fire

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TSURUGI

Replica of an ancient double edged sword. Don't underestimate the damage it can inflict.

BUY	SYNTHESIS	SELL
-	680	680

SYNTHESIS MATERIALS

Knight Sword x1, Rhino Horn x1

P ATK	P DEF	M ATK	M DEF
125	0	25	0

ATTRIBUTE

-

SKILLS

Strength, Swords Up

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TSURUGI + 1

Replica of an ancient double edged sword. Don't underestimate the damage it can inflict.

BUY	SYNTHESIS	SELL
-	940	940

SYNTHESIS MATERIALS

Tsurugi x1, Tortoise Shell x1, Bird Feather (Small) x3

P ATK	P DEF	M ATK	M DEF
155	0	0	0

ATTRIBUTE

-

SKILLS

Strength 2, Swords Up, Taunt 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

VORPAL SWORD

A magic sword resembling the midnight skies. The blade is cold enough to turn the sun to ice.

BUY	SYNTHESIS	SELL
-	3100	3100

SYNTHESIS MATERIALS

Frost Stone x1, Wolf Fang x1, Devil's Sickle x1, Large Claws x1

P ATK	P DEF	M ATK	M DEF
350	0	145	0

ATTRIBUTE

Water

SKILLS

Dispersion, Great Deluge, Life UP

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

VORPAL SWORD + 1

A magic sword resembling the midnight skies. The blade is cold enough to turn the sun to ice.

BUY	SYNTHESIS	SELL
-	4750	4750

SYNTHESIS MATERIALS

Vorpal Sword x1, Air Stone x2, Frost Stone x2

P ATK	P DEF	M ATK	M DEF
425	0	165	0

ATTRIBUTE

Water

SKILLS

Dispersion, Great Deluge, Mental Up

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ZEPHYRUS

A sword sealed with the power of the wind. Unable to release its powers without the belt.

BUY	SYNTHESIS	SELL
-	3950	3950

SYNTHESIS MATERIALS

Air Stone x1, Wolf Fang x2, Mane x2, Bird Feather (Small) x2

P ATK	P DEF	M ATK	M DEF
348	0	160	0

ATTRIBUTE

Wind

SKILLS

Alembic, Gale, Evade 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ZEPHYRUS + 1α

A sword sealed with the power of the wind. Unable to release its powers without the belt.

BUY	SYNTHESIS	SELL
-	12000	12000

SYNTHESIS MATERIALS

Zephyrus x1, Hypionian Tree Bark x2, Roper Tentacle x2

P ATK	P DEF	M ATK	M DEF
466	0	290	0

ATTRIBUTE

Wind

SKILLS

Alembic, Vitality 3, OVL Taunt

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ZEPHYRUS + 1β

A sword sealed with the power of the wind. Unable to release its powers without the belt.

BUY	SYNTHESIS	SELL
-	12000	12000

SYNTHESIS MATERIALS

Zephyrus x1, Hypionian Coral x2, Mandrake Eye x2

P ATK	P DEF	M ATK	M DEF
477	0	280	0

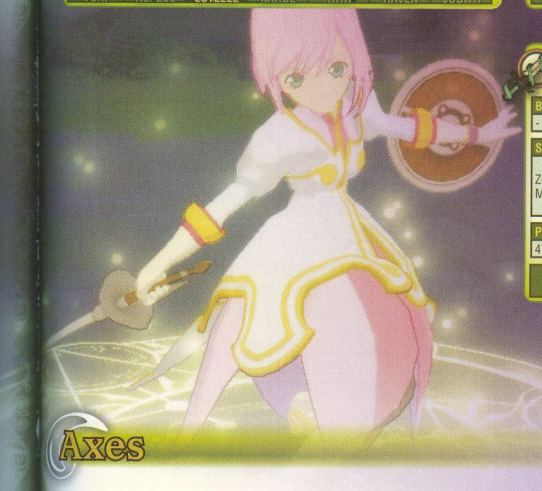
ATTRIBUTE

Wind

SKILLS

Gale, Spirits 3, OVL Taunt 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH



Axes

BAHAMUT'S TEAR

An axe found from inside a giant dragon's corpse. Extremely heavy and needs to be handled by a skilled warrior.

BUY	SYNTHESIS	SELL
29000	14500	14500

SYNTHESIS MATERIALS

Scaly Dragon Skin x1, Scorpion Tail x2, Insect Horn x2, Crystal x2

P ATK	P DEF	M ATK	M DEF
680	0	0	0

ATTRIBUTE

Water

SKILLS

Rebirth, Lucky Soul

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BAHAMUT'S TEAR + 1

An axe found from inside a giant dragon's corpse. Extremely heavy and needs to be handled by a skilled warrior.

BUY	SYNTHESIS	SELL
-	16000	16000

SYNTHESIS MATERIALS

Bahamut's Tear x1, Filifolia Fruit x2, Rabbit Ear x2

P ATK	P DEF	M ATK	M DEF
699	0	0	0

ATTRIBUTE

Water

SKILLS

Rebirth, Rebirth 2, Lucky Soul

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BARDICHE

A giant axe with an intimidating form. The type with a longer handle is used by regular troops.

BUY	SYNTHESIS	SELL
16000	8000	8000

SYNTHESIS MATERIALS

Tabar +1 x1, Iron Leg x1, Iron Tip x1, Iron Grip x1

P ATK	P DEF	M ATK	M DEF
530	0	150	0

ATTRIBUTE

-

SKILLS

OVL Taunt, Vitality 2, Spirits 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BARDICHE + 1

A giant axe with an intimidating form. The type with a longer handle is used by regular troops.

BUY	SYNTHESIS	SELL
-	9000	9000

SYNTHESIS MATERIALS

Bardiche x1, Merman's Weapon x3, Cockatrice Claw x3

P ATK	P DEF	M ATK	M DEF
550	0	150	0

ATTRIBUTE

-

SKILLS

OVL Taunt 2, Vitality 3, Spirits 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BONE SLASHER

Battle axe with an edge as sharp as a razor. The blade can easily slash a bone in half.

BUY	SYNTHESIS	SELL
25000	–	12500

SYNTHESIS MATERIALS

–

ATTRIBUTE

–

SKILLS

TP Condition, TP Condition 3

P.ATK	P.DEF	M.ATK	M.DEF
650	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BONE SLASHER + 1

Battle axe with an edge as sharp as a razor. The blade can easily slash a bone in half.

BUY	SYNTHESIS	SELL
–	15000	15000

SYNTHESIS MATERIALS

Bone Slasher x1, Bear Claw x2, Aer Agaric x2,

ATTRIBUTE

–

SKILLS

TP Condition 2, TP Condition 4

P.ATK	P.DEF	M.ATK	M.DEF
685	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CELTIS

A heavy axe often used as a farm tool. Can inflict deadly damage.

BUY	SYNTHESIS	SELL
5200	–	2600

SYNTHESIS MATERIALS

–

ATTRIBUTE

–

SKILLS

Combo Plus, Evade 2

P.ATK	P.DEF	M.ATK	M.DEF
322	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CELTIS + 1

A heavy axe often used as a farm tool. Can inflict deadly damage.

BUY	SYNTHESIS	SELL
–	3100	3100

SYNTHESIS MATERIALS

Celtis x1, Roper Tentacle x2, Bird Feather (Medium) x2

ATTRIBUTE

–

SKILLS

Combo Plus, Evade 3, Combo Force

P.ATK	P.DEF	M.ATK	M.DEF
360	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRESCENT AXE

An axe with a crescent blade. The sharp, thick blade is effective against heavily armored enemies.

BUY	SYNTHESIS	SELL
–	1400	1400

SYNTHESIS MATERIALS

Devil's Sickle x1, Blastium Ore x1, Basilisk Scale x1

ATTRIBUTE

–

SKILLS

Reflect, Roll

P.ATK	P.DEF	M.ATK	M.DEF
192	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRESCENT AXE + 1

An axe with a crescent blade. The sharp, thick blade is effective against heavily armored enemies.

BUY	SYNTHESIS	SELL
–	1700	1700

SYNTHESIS MATERIALS

Crescent Axe x1, Blastium Ore x1, Basilisk Scale x2

ATTRIBUTE

–

SKILLS

Reflect, Roll, Anti-Element

P.ATK	P.DEF	M.ATK	M.DEF
214	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRIMSON AXE

A blazing axe with an exotic design. More like a work of art than a weapon.

BUY	SYNTHESIS	SELL
–	3780	3780

SYNTHESIS MATERIALS

Flare Stone x2, Tortoise Tail x2, Sharp Beak x2, Sacred Tree x2

ATTRIBUTE

Fire

SKILLS

Chain, Hell Fire, Spirits

P.ATK	P.DEF	M.ATK	M.DEF
400	0	100	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRIMSON AXE + 1α

A blazing axe with an exotic design. More like a work of art than a weapon.

BUY	SYNTHESIS	SELL
–	4250	4250

SYNTHESIS MATERIALS

Crimson Axe x1, Hunting Potion x1, Mandrake Eye x4

ATTRIBUTE

Fire

SKILLS

Chain, BA Force, FS Bonus

P.ATK	P.DEF	M.ATK	M.DEF
430	0	100	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRIMSON AXE + 1β

A blazing axe with an exotic design. More like a work of art than a weapon.

BUY	SYNTHESIS	SELL
w	4250	4250

SYNTHESIS MATERIALS

Crimson Axe x1, Hunting Potion x1, Desier Gold Dust x4

ATTRIBUTE

Fire

SKILLS

Hell Fire, Rise Attack, FS Bonus 2

P.ATK	P.DEF	M.ATK	M.DEF
430	0	100	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

FRANCISCA

Used as proof of adulthood in the west. A high-quality throwing axe.

BUY	SYNTHESIS	SELL
1120	–	560

SYNTHESIS MATERIALS

–

ATTRIBUTE

–

SKILLS

Magic Guard, Item Pro

P.ATK	P.DEF	M.ATK	M.DEF
96	0	20	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GAIA CLEAVER

Large axe named after the god of terra. The weapon represents severity and kindness.

BUY	SYNTHESIS	SELL
9000	-	4500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
420	0	125	0

ATTRIBUTE

Earth

SKILLS

Crucible, Athenor, Endure

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GLASYA LABOLAS

A demonic axe haunted with anger and sorrow. The reason of the curse can only be revealed through battle.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
600	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GREAT AXE

A large axe that requires both hands to handle. A simple, battle type axe.

BUY	SYNTHESIS	SELL
780	-	390

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
85	0	0	0

ATTRIBUTE

-

SKILLS

Critical Guard

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GREAT AXE + 1

A large axe that requires both hands to handle. A simple, battle type axe.

BUY	SYNTHESIS	SELL
-	350	495

SYNTHESIS MATERIALS

Great Axe x1, Blastium Ore x1

P ATK	P DEF	M ATK	M DEF
101	0	0	0

ATTRIBUTE

-

SKILLS

Critical Guard, Defend, Guard Plus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HAND AXE

An axe that can be thrown at enemies. Light-weight and can be handled with one hand.

BUY	SYNTHESIS	SELL
580	-	290

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
58	0	0	0

ATTRIBUTE

-

SKILLS

Recover, Evade

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

INFINITY

A strange axe with a "{infinity}" shaped blade. The blade constantly rotates and keeps the edge sharp.

BUY	SYNTHESIS	SELL
-	-	35000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
820	0	0	0

ATTRIBUTE

-

SKILLS

Eternal Weakness

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KALINGA

A small axe that can also be handled like a sword. The curved blade can tear apart the enemy's skin.

BUY	SYNTHESIS	SELL
3500	-	1750

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
224	12	0	12

ATTRIBUTE

-

SKILLS

Guard Artes, Guard Plus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KALINGA + 1

A small axe that can also be handled like a sword. The curved blade can tear apart the enemy's skin.

BUY	SYNTHESIS	SELL
-	1900	1900

SYNTHESIS MATERIALS

Kalinga x1, Rhino Horn x1, Tough Leather x2

P ATK	P DEF	M ATK	M DEF
244	16	0	16

ATTRIBUTE

-

SKILLS

Guard Artes, Guard Plus, Guard Reflect

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MASAKARI CLEAVER

A heavy battle axe. Being able to handle this weapon means you should try wrestling a bear with your bare hands.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Holy Horn x1, Hoof x2, Iron Tip x2

P ATK	P DEF	M ATK	M DEF
450	0	0	0

ATTRIBUTE

-

SKILLS

Super Chain 5

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MASAKARI CLEAVER +1α

A heavy battle axe. Being able to handle this weapon means you should try wrestling a bear with your bare hands.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Masakari Cleaver x1, Iron Leg x1, Iron Tip x2

P ATK	P DEF	M ATK	M DEF
500	20	0	20

ATTRIBUTE

-

SKILLS

Super Chain 5, OVL Bonus, Void Attack

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MASAKARI CLEAVER +1β

A heavy battle axe. Being able to handle this weapon means you should try wrestling a bear with your bare hands.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Masakari Cleaver x1, Iron Leg x1, Grimoire Page x2

P ATK	P DEF	M ATK	M DEF
490	24	0	24

ATTRIBUTE

-

SKILLS

Super Chain 5, OVL Bonus 2, Void Magic

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

MINOTAUROS

An extremely thick and heavy battle axe. Named after a legendary half beast.

BUY	SYNTHESIS	SELL
7100	-	3550

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
390	0	0	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Stat Boost

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

MINOTAUROS +1

An extremely thick and heavy battle axe. Named after a legendary half beast.

BUY	SYNTHESIS	SELL
-	3700	3700

SYNTHESIS MATERIALS

Minotauros x1, Red Lens x4, Steel Arrow Head x2

P ATK	P DEF	M ATK	M DEF
415	0	0	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Stat Boost, O.L. Boost

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

OGRE AXE

A single-handed axe with the power of a fierce beast. The spirit of an ancient warrior is inherited in the axe.

BUY	SYNTHESIS	SELL
1500	750	750

SYNTHESIS MATERIALS

Sharp Blade x1, Tolbyccian Fish x2

P ATK	P DEF	M ATK	M DEF
140	0	0	0

ATTRIBUTE

-

SKILLS

Item Thrower, Axes Up

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

OGRE AXE +1

A single-handed axe with the power of a fierce beast. The spirit of an ancient warrior is inherited in the axe.

BUY	SYNTHESIS	SELL
-	1125	1125

SYNTHESIS MATERIALS

Ogre Axe x1, Crab Shell x1, Large Claws x1, Magic Resin x1

P ATK	P DEF	M ATK	M DEF
170	0	0	0

ATTRIBUTE

-

SKILLS

Item Thrower, BA Force, Spirits

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER EDGE

A silver axe made in the image of the western war god. Symbolizes justice, equality, and courage.

BUY	SYNTHESIS	SELL
38000	-	19000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
750	0	0	0

ATTRIBUTE

-

SKILLS

Medical Smash

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

SILVER EDGE +1α

A silver axe made in the image of the western war god. Symbolizes justice, equality, and courage.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Silver Edge x1, Insect Horn x3, Armadillo Spike x1

P ATK	P DEF	M ATK	M DEF
760	0	0	0

ATTRIBUTE

-

SKILLS

Medical Smash, Taunt and Evade

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

SILVER EDGE +1β

A silver axe made in the image of the western war god. Symbolizes justice, equality, and courage.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Silver Edge x1, Aphid x3, Armadillo Spike x1

P ATK	P DEF	M ATK	M DEF
760	0	0	0

ATTRIBUTE

-

SKILLS

Medical Smash, Taunt Gamble

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

TABAR

An axe with a half-moon shaped blade. Relatively heavy compared to its compact size.

BUY	SYNTHESIS	SELL
-	-	6900

SYNTHESIS MATERIALS

Blastium Ore J x1, Sharp Blade x1, Merman Fang x1

P ATK	P DEF	M ATK	M DEF
490	0	0	0

ATTRIBUTE

-

SKILLS

Immunity, Stat Boost

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TABAR +1

An axe with a half-moon shaped blade. Relatively heavy compared to its compact size.

BUY	SYNTHESIS	SELL
-	7250	7250

SYNTHESIS MATERIALS

Tabar x1, Aer Agaric x2, Red Blossom x2

P ATK	P DEF	M ATK	M DEF
500	0	0	0

ATTRIBUTE

-

SKILLS

Immunity, Life Healer, Spirit Healer

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR AXE
An axe intended for mass production. The design is simple, yet useful.

BUY	SYNTHESIS	SELL
1700	-	850

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
144	0	0	0

ATTRIBUTE

-

SKILLS

Backstep, Evade

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ZAGHNAL
A pickaxe shaped like a raven's beak. Designed for multiple purposes.

BUY	SYNTHESIS	SELL
4200	-	2100

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
288	0	100	0

ATTRIBUTE

-

SKILLS

Magic Guard, Magic, Resist

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR AXE + 1
An axe intended for mass production. The design is simple, yet useful.

BUY	SYNTHESIS	SELL
-	900	900

SYNTHESIS MATERIALS

War Axe x1, Large Claws x2

P ATK	P DEF	M ATK	M DEF
154	0	0	0

ATTRIBUTE

-

SKILLS

Backstep, Step Away, Combatir

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ZAGHNAL + 1α
A pickaxe shaped like a raven's beak. Designed for multiple purposes.

BUY	SYNTHESIS	SELL
-	2650	2650

SYNTHESIS MATERIALS

Zaghnal x1, Eggbear Claw x1, Fungus Powder x2

P ATK	P DEF	M ATK	M DEF
330	0	110	0

ATTRIBUTE

-

SKILLS

Magic Guard, Magic 2, Elemental

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WRATH BRINGER: GLASYA LABOLAS
A demonic axe haunted with anger and sorrow. The reason of the curse can only be revealed through battle.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTE

-

SKILLS

Attack Arte Charge, Healing Arte Charge, Support Arte Charge

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ZAGHNAL + 1β
A pickaxe shaped like a raven's beak. Designed for multiple purposes.

BUY	SYNTHESIS	SELL
-	2650	2650

SYNTHESIS MATERIALS

Zaghnal x1, Eggbear Claw x1, Paralyze Powder x2

P ATK	P DEF	M ATK	M DEF
335	0	100	0

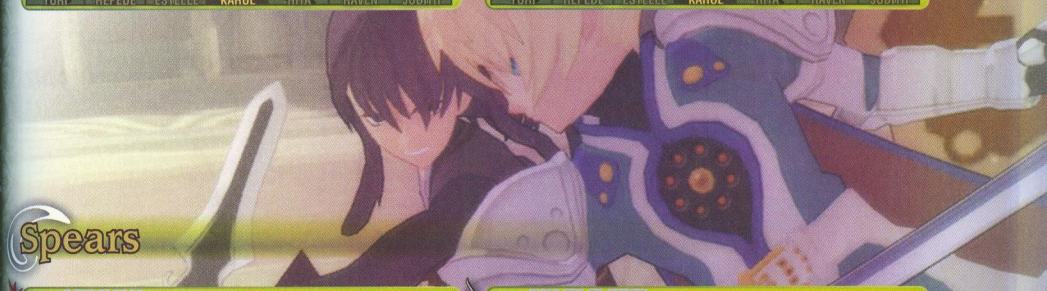
ATTRIBUTE

-

SKILLS

Magic Guard, Resist 2, Anti-Element

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Spears

AHRIMAN
A blazing spear created based on a nightmare. The haunted craftsmen died as the spear was completed.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Executioner x1, Flare Stone x1, Roper Tentacle x2

P ATK	P DEF	M ATK	M DEF
330	0	100	0

ATTRIBUTE

Fire

SKILLS

Aerial Artes 2, Chain, Hell Fire

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BEAST SLAYER
With a blade powerful enough to slay any beast, the handle was extended to take its current form now.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Naginata x1, Geo Stone x1, Iron Tip x2

P ATK	P DEF	M ATK	M DEF
435	0	0	20

ATTRIBUTE

Earth

SKILLS

Aerial Artes 3, Jump Cancel, Athenor

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BRIONAC

A divine spear that brings victory to its owner. There is nothing that this spear cannot pierce.

BUY	SYNTHESIS	SELL
-	-	35000

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Aerial Combo 3, Aerial Armor

P ATK	P DEF	M ATK	M DEF
770	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DUNAMIS + 1β

A beautiful, yet brutal halberd. It becomes shinier with each enemy slain and every soul absorbed.

BUY	SYNTHESIS	SELL
-	10500	10500

SYNTHESIS MATERIALS

Dunamis x1, Soul Grass x2, Wing Fan x1

ATTRIBUTE

-

SKILLS

Super Chain 5, Item Pro, Spirit Healer

P ATK	P DEF	M ATK	M DEF
588	0	0	25

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DARK CRYSTAL

A long lance owned by a knight of black armor. Best matches when used by a dash attack.

BUY	SYNTHESIS	SELL
8800	-	4400

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Combo Plus, Super Chain 4, Status Guard

P ATK	P DEF	M ATK	M DEF
400	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

EXECUTIONER

Halberd used to decapitate the condemned. Designed to bring sudden death without any pain.

BUY	SYNTHESIS	SELL
-	2750	2750

SYNTHESIS MATERIALS

Cactus Needles x2, Cockatrice Claw x2, Roper Tentacle x2

ATTRIBUTE

-

SKILLS

Aerial Artes 2, Evade 2

P ATK	P DEF	M ATK	M DEF
328	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DEATH SCYTHE

A large sickle associated with the Grim Reaper. The double edge gives it an aggressive look.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Dragon Tooth x1, Air Stone x2, Jet-black Ink x2

ATTRIBUTE

Darkness

SKILLS

Combo Plus, Super Chain 4, Condition Guard

P ATK	P DEF	M ATK	M DEF
390	0	120	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GAE BOLG

A spear whose name is taken from a legendary hero. The weapon itself is searching for a new master.

BUY	SYNTHESIS	SELL
35000	-	17500

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Escape Jump, Lucky Spear

P ATK	P DEF	M ATK	M DEF
680	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DUNAMIS

A beautiful, yet brutal halberd. It becomes shinier with each enemy slain and every soul absorbed.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS

Lizardman's Weapon x1, Yurzo Crystal x2, Devil's Sickle x2

ATTRIBUTE

-

SKILLS

Super Chain 5, Item Pro

P ATK	P DEF	M ATK	M DEF
575	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GAE BOLG + 1α

A spear whose name is taken from a legendary hero. The weapon itself is searching for a new master.

BUY	SYNTHESIS	SELL
-	23000	23000

SYNTHESIS MATERIALS

Gae Bolg x1, Rhino Horn x3, Merman's Weapon x3

ATTRIBUTE

-

SKILLS

Escape Jump, Reflect, OVL Bonus

P ATK	P DEF	M ATK	M DEF
720	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DUNAMIS + 1α

A beautiful, yet brutal halberd. It becomes shinier with each enemy slain and every soul absorbed.

BUY	SYNTHESIS	SELL
-	10500	10500

SYNTHESIS MATERIALS

Dunamis x1, Medical Herb x2, Bungle Beak x1

ATTRIBUTE

-

SKILLS

Super Chain 5, Item Pro, Life Healer

P ATK	P DEF	M ATK	M DEF
588	25	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GAE BOLG + 1β

A spear whose name is taken from a legendary hero. The weapon itself is searching for a new master.

BUY	SYNTHESIS	SELL
-	23000	23000

SYNTHESIS MATERIALS

Gae Bolg x1, Crab Shell x3, Tough Leather x3

ATTRIBUTE

-

SKILLS

Escape Jump, Guard Reflect, OVL Bonus 2

P ATK	P DEF	M ATK	M DEF
720	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GREEN DRAGON CRESCENT BLADE

A heavy, bejeweled spear. This could be a useful weapon once you're accustomed to using it.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Naginata x1, Geo Stone x1, Sharp Blade x2

P.ATK	P.DEF	M.ATK	M.DEF
435	20	0	0

ATTRIBUTE

-

SKILLS

Aerial Artes 3, Jump Cancel, Crucible

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GUNGNIR

A mighty spear that can pierce through anything. It never misses a target.

BUY	SYNTHESIS	SELL
-	27500	27500

SYNTHESIS MATERIALS

Long Horn x1, Cheagle Fur x2, Bull Wing x2

P.ATK	P.DEF	M.ATK	M.DEF
745	0	400	0

ATTRIBUTE

Fire, Wind

SKILLS

Landing, Evade 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GUNGNIR + 1

A mighty spear that can pierce through anything. It never misses a target.

BUY	SYNTHESIS	SELL
-	32000	32000

SYNTHESIS MATERIALS

Gungnir x1, Griffin Claw x1, Dragon Powder x2

P.ATK	P.DEF	M.ATK	M.DEF
758	0	420	0

ATTRIBUTE

Fire, Wind

SKILLS

Landing, High Combo, HP Condition 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HADES

A war spear named after the god of death. Feared for its destructive power on the battlefield.

BUY	SYNTHESIS	SELL
-	6250	6250

SYNTHESIS MATERIALS

Dark Star Gem x1, Sharp Blade x2

P.ATK	P.DEF	M.ATK	M.DEF
480	0	0	0

ATTRIBUTE

-

SKILLS

Special, Anti Element, Elemental

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HALBERD

A versatile spear used by many armies. Requires time to be skilled at using it.

BUY	SYNTHESIS	SELL
-	1700	1700

SYNTHESIS MATERIALS

Spirit Fragment x3, Long Needle x1, Devil's Sickle x1

P.ATK	P.DEF	M.ATK	M.DEF
248	16	0	0

ATTRIBUTE

-

SKILLS

Spear Master, Resist, BA Force

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HOTENGEKI

An ancient weapon recovered in perfect condition. The metal it is made of never rusts.

BUY	SYNTHESIS	SELL
-	-	4500

SYNTHESIS MATERIALS

-

P.ATK	P.DEF	M.ATK	M.DEF
425	0	120	0

ATTRIBUTE

-

SKILLS

Recovery Artes, Vitality 2, Spirits 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

LONGINUS

A spear said to have absorbed the blood of god. Many tragedies were caused by this weapon.

BUY	SYNTHESIS	SELL
-	-	13500

SYNTHESIS MATERIALS

Bear Claw x1, Steel Arrow Head x2, Large Claws x3

P.ATK	P.DEF	M.ATK	M.DEF
355	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Combo 2, Strength 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

NAGINATA

An ancient spear with a refined blade. Still not in its complete form, but the blade is still very flexible.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Holy Horn x1, Iron Grip x2

P.ATK	P.DEF	M.ATK	M.DEF
452	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Artes 3, Defend 2, Resist 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SAND SPEAR: ZARICH

A demonic spear named after the witch of drought. A single swing can turn an ocean into a desert.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P.ATK	P.DEF	M.ATK	M.DEF
0	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SHIVA

A mystic spear representing two forces. It has the powers of heaven and hell.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Executioner x1, Frost Stone x1, Roper Tentacle x2

P.ATK	P.DEF	M.ATK	M.DEF
335	0	0	0

ATTRIBUTE

Water

SKILLS

Aerial Artes 2, Dispersion, Great Deluge

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TRIDENT

A spear originally used for fishing. The three-pronged tip helps to increase its accuracy.

BUY	SYNTHESIS	SELL
3600	-	1800

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Aerial Jump, Aerial Force, Heavy Hit

P ATK	P DEF	M ATK	M DEF
266	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR HARPOON

A legendary hunter used this to hunt down a gigantic sea monster.

BUY	SYNTHESIS	SELL
-	2250	2250

SYNTHESIS MATERIALS

Cactus Needles x1, Paralyze Powder x2, Bird Feather (Medium) x2

ATTRIBUTE

-

SKILLS

Aerial Combo, Lucky Soul, Cross Counter

P ATK	P DEF	M ATK	M DEF
290	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR HARPOON + 1α

A legendary hunter used this to hunt down a gigantic sea monster.

BUY	SYNTHESIS	SELL
-	2500	2500

SYNTHESIS MATERIALS

War Harpoon x1, Spider Web x2

ATTRIBUTE

-

SKILLS

Aerial Combo, Strength 2, HP Recover

P ATK	P DEF	M ATK	M DEF
310	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR HARPOON + 1β

A legendary hunter used this to hunt down a gigantic sea monster.

BUY	SYNTHESIS	SELL
-	2500	2500

SYNTHESIS MATERIALS

War Harpoon x1, Mandrake Eye x2

ATTRIBUTE

-

SKILLS

Aerial Combo, Magic 2, TP Recover

P ATK	P DEF	M ATK	M DEF
310	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR PIKE

A common spear also used for throwing. Has a small tip and is unsuitable for slashing.

BUY	SYNTHESIS	SELL
-	1450	1450

SYNTHESIS MATERIALS

Long Needle x4, Sacred Tree x1

ATTRIBUTE

-

SKILLS

Backstep, Roll, EXP Share

P ATK	P DEF	M ATK	M DEF
180	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR PIKE + 1

A common spear also used for throwing. Has a small tip and is unsuitable for slashing.

BUY	SYNTHESIS	SELL
-	1600	1600

SYNTHESIS MATERIALS

War Pike x1, Devil's Sickle x2, Filifolia Leaf x2

ATTRIBUTE

-

SKILLS

Half Damage, Quarter Damage, Minimum Damage

P ATK	P DEF	M ATK	M DEF
1	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ZARICH

A demonic spear named after the witch of drought. A single swing can turn an ocean into a desert.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

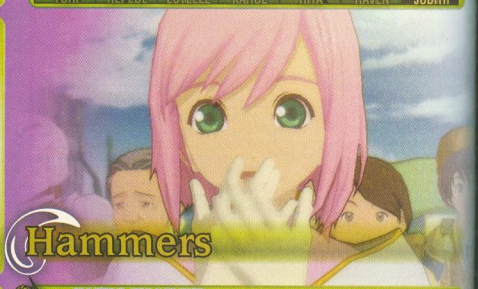
-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
580	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Hammers

765KG HAMMER

A hammer with the image of a man's face and a mysterious number engraved into its surface…

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Heavy Weight

P ATK	P DEF	M ATK	M DEF
765	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DEADLY HORN

A hammer created in the image of a giant goat. Makes you feel united with nature.

BUY	SYNTHESIS	SELL
-	4250	4250

SYNTHESIS MATERIALS

Hunting Potion x1, Demon Bone x2, Paralyze Powder x2

ATTRIBUTE

-

SKILLS

Defend 2, Magic Guard Plus

P ATK	P DEF	M ATK	M DEF
430	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GOLDEN HAMMER

Helps you when you are short of funds. Brings you luck and dramatic comeback victories.

BUY	SYNTHESIS	SELL
-	-	27500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
800	0	0	0

ATTRIBUTE

Fire, Earth

SKILLS

Vitality 4, Steel Defense

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GUARDIAN STAMP

A war hammer used by a gatekeeper of the former army. Believed that the image on the hammer head provides divine aid.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Iron Leg x2, Naevimetal x4

P ATK	P DEF	M ATK	M DEF
477	22	0	22

ATTRIBUTE

-

SKILLS

Guard Artes, Guard Reflect

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HEAVY MAUL

A battle maul used in the army. It is powerful enough to crush armor.

BUY	SYNTHESIS	SELL
1380	-	690

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
112	10	0	0

ATTRIBUTE

-

SKILLS

Mighty Charge, Strength 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HEAVY MAUL + 1

A battle maul used in the army. It is powerful enough to crush armor.

BUY	SYNTHESIS	SELL
-	700	700

SYNTHESIS MATERIALS

Heavy Maul x1, Basilisk Scale x2

P ATK	P DEF	M ATK	M DEF
122	10	0	0

ATTRIBUTE

-

SKILLS

Mighty Charge, Cross Counter, Raynard

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON HAMMER

A metal hammer filled with water and sand. Removing the sand makes it easy to transport.

BUY	SYNTHESIS	SELL
1900	-	950

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
164	0	0	0

ATTRIBUTE

-

SKILLS

Charge Hold, Recover

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON HAMMER + 1

A metal hammer filled with water and sand. Removing the sand makes it easy to transport.

BUY	SYNTHESIS	SELL
-	1200	1200

SYNTHESIS MATERIALS

Iron Hammer x1, Steel Arrow Head x1, Hoof x2

P ATK	P DEF	M ATK	M DEF
192	0	0	0

ATTRIBUTE

-

SKILLS

Charge Hold, Recover, EXP Share

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KAROLIAN HAMMER

Something that didn't turn out as intended. Still, good enough as a hammer.

BUY	SYNTHESIS	SELL
-	-	260

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
50	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KAROLIAN HAMMER + 1

Something that didn't turn out as intended. Still, good enough as a hammer.

BUY	SYNTHESIS	SELL
-	975	975

SYNTHESIS MATERIALS

Calorian Hammer x1, Red Lens x1, Mystic Cloth x1

P ATK	P DEF	M ATK	M DEF
1	0	0	0

ATTRIBUTE

-

SKILLS

Half Damage, Quarter Damage, Minimum Damage

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MJOLNIR

A divine weapon. Once thrown, it will return to you. Yet, there is no guarantee if you are capable of catching it.

BUY	SYNTHESIS	SELL
22000	11000	11000

SYNTHESIS MATERIALS

Blastium Ore x2, Naevimetal x2, Lizardman's Weapon x2

P ATK	P DEF	M ATK	M DEF
625	0	100	0

ATTRIBUTE

Water

SKILLS

Dispersion, Great Deluge

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MJOLNIR + 1α

A divine weapon. Once thrown, it will return to you. Yet, there is no guarantee if you are capable of catching it.

BUY	SYNTHESIS	SELL
25500	12750	12750

SYNTHESIS MATERIALS

Mjolnir x1, Knight Holy Water x2, Boar Fur x2, Scorpion Tail x1

P ATK	P DEF	M ATK	M DEF
640	0	120	0

ATTRIBUTE

Water

SKILLS

Dispersion, Healing Arte Charge, HP Condition

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MJOLNIR + 1β

A divine weapon. Once thrown, it will return to you. Yet, there is no guarantee if you are capable of catching it.

BUY	SYNTHESIS	SELL
-	12750	12750

SYNTHESIS MATERIALS

Mjolnir x1, Knight Holy Water x2, Weccaan Lizard Fossil x2, Rose x1

P.ATK	P.DEF	M.ATK	M.DEF
640	0	120	0

ATTRIBUTE

Water

SKILLS

Great Deluge, Support Arte Charge, HP Condition 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PILE DRIVER

Don't underestimate this commercial hammer. A single strike can crush a rock.

BUY	SYNTHESIS	SELL
-	12000	12000

SYNTHESIS MATERIALS

Demon Bone x1, Rhino Horn x2, Aphid x2

P.ATK	P.DEF	M.ATK	M.DEF
635	0	0	0

ATTRIBUTE

-

SKILLS

Resurrect

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PILE DRIVER + 1α

Don't underestimate this commercial hammer. A single strike can crush a rock.

BUY	SYNTHESIS	SELL
-	15500	15500

SYNTHESIS MATERIALS

Pile Driver x1, Stinky Bag x2, Greenlight Stone x1

P.ATK	P.DEF	M.ATK	M.DEF
690	30	0	10

ATTRIBUTE

-

SKILLS

Resurrect, HP Recover, Life Healer

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PILE DRIVER + 1β

Don't underestimate this commercial hammer. A single strike can crush a rock.

BUY	SYNTHESIS	SELL
-	15500	15500

SYNTHESIS MATERIALS

Pile Driver x1, Jaggy Fur x2, Giant Aphid x1

P.ATK	P.DEF	M.ATK	M.DEF
690	15	0	30

ATTRIBUTE

-

SKILLS

Resurrect, TP Recover, Spirit Healer

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RENDING DRILL HAMMER

Driven by passion! Highly destructive and crushes everything. Last of the machine type hammer weapons.

BUY	SYNTHESIS	SELL
-	-	37500

SYNTHESIS MATERIALS

-

P.ATK	P.DEF	M.ATK	M.DEF
815	50	300	50

ATTRIBUTE

Fire, Wind

SKILLS

Charge Smash

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPIKE HAMMER

A basic metal hammer designed to instill fear upon the enemy.

BUY	SYNTHESIS	SELL
-	1650	1650

SYNTHESIS MATERIALS

Solid Thorn x3 , Wood Maul x1

P.ATK	P.DEF	M.ATK	M.DEF
211	0	0	0

ATTRIBUTE

-

SKILLS

Attack Arte Charge, Reflect

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPIKE HAMMER + 1α

A basic metal hammer designed to instill fear upon the enemy.

BUY	SYNTHESIS	SELL
-	2225	2225

SYNTHESIS MATERIALS

Spike Hammer x1, Desier Iron Sand x2, Wolf Fang x2

P.ATK	P.DEF	M.ATK	M.DEF
300	0	0	0

ATTRIBUTE

-

SKILLS

Attack Arte Charge, Critical Break, Roll

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPIKE HAMMER + 1β

A basic metal hammer designed to instill fear upon the enemy.

BUY	SYNTHESIS	SELL
-	2225	2225

SYNTHESIS MATERIALS

Spike Hammer x1, Desier Gold Dust x2, Wolf Fang x2

P.ATK	P.DEF	M.ATK	M.DEF
300	0	0	0

ATTRIBUTE

-

SKILLS

Attack Arte Charge, Down Hit, Immunity

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPINNING DRILL HAMMER

Hammer customized with a mining drill. Raises one's spirits!

BUY	SYNTHESIS	SELL
-	14000	14000

SYNTHESIS MATERIALS

Bear Claw x1, Might Orb x1, Rhino Horn x2

P.ATK	P.DEF	M.ATK	M.DEF
677	0	0	0

ATTRIBUTE

-

SKILLS

Break Down, Strength 3, Magic 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WOOD MAUL

A giant wooden maul mainly used for construction. Relatively heavy and inflicts a decent amount of damage.

BUY	SYNTHESIS	SELL
-	-	320

SYNTHESIS MATERIALS

-

P.ATK	P.DEF	M.ATK	M.DEF
62	0	0	0

ATTRIBUTE

-

SKILLS

Critical

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WOOD MAUL + 1

A giant wooden maul mainly used for construction. Relatively heavy and inflicts a decent amount of damage.

BUY	SYNTHESIS	SELL
700	350	350

SYNTHESIS MATERIALS

Wood Maul x1, Sacred Tree x1, Boar Fur x1

P ATK	P DEF	M ATK	M DEF
77	0	0	0

ATTRIBUTE

-

SKILLS

Critical, Strength, Heavy Hit

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DRAGON TOOTH

A spear using a dragon's tooth as its spearhead. Its strike is just like a dragon's bite.

BUY	SYNTHESIS	SELL
-	3500	3500

SYNTHESIS MATERIALS

Scaly Dragon Skin x1, Demon Bone x1, Sacred Tree x2

P ATK	P DEF	M ATK	M DEF
360	0	0	25

ATTRIBUTE

Earth

SKILLS

Combo Plus, Super Chain 4, O.L. Boost

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



FORTE STAFF

A staff once owned by a renowned sorcerer. It can also be used for striking.

BUY	SYNTHESIS	SELL
-	14500	14500

SYNTHESIS MATERIALS

Blastium Ore J x1, Treant Flower x1, Merman's Weapon x1

P ATK	P DEF	M ATK	M DEF
675	0	0	0

ATTRIBUTE

-

SKILLS

Touch Down, Rod

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CADUCEUS

A staff used to pass on oracles. The blue glowing staff brings good news.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
730	0	300	0

ATTRIBUTE

-

SKILLS

Aerial Jump 2, Magic 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FORTE STAFF + 1α

A staff once owned by a renowned sorcerer. It can also be used for striking.

BUY	SYNTHESIS	SELL
-	16500	16500

SYNTHESIS MATERIALS

Forte Staff x1, Knight Water x2, Paralyze Powder x2

P ATK	P DEF	M ATK	M DEF
685	0	0	0

ATTRIBUTE

-

SKILLS

Touch Down, Vitality 3, Void Attack

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CADUCEUS + 1

A staff used to pass on oracles. The blue glowing staff brings good news.

BUY	SYNTHESIS	SELL
-	30000	30000

SYNTHESIS MATERIALS

Caduceus x1, Blastium Ore J x3, Great Wolf Fang x1

P ATK	P DEF	M ATK	M DEF
750	0	350	0

ATTRIBUTE

-

SKILLS

Aerial Jump 2, Resurrect, HP Condition

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FORTE STAFF + 1β

A staff once owned by a renowned sorcerer. It can also be used for striking.

BUY	SYNTHESIS	SELL
-	16500	16500

SYNTHESIS MATERIALS

Forte Staff x1, Hunting Potion x2, Fungus Powder x2

P ATK	P DEF	M ATK	M DEF
685	0	0	0

ATTRIBUTE

-

SKILLS

Touch Down, Spirits 3, Void Magic

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DECK BRUSH

A brush used to lean the deck plate. Hitting with the corner hurts… Hey, don't play around with it!

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
680	0	0	0

ATTRIBUTE

-

SKILLS

Temptation

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FULL METAL STAFF

A staff simply made from metal. A perfect weapon for striking targets.

BUY	SYNTHESIS	SELL
-	-	2450

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
299	0	0	0

ATTRIBUTE

-

SKILLS

Spirits, TP Condition 2, TP Condition 4

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HANUMAN'S STAFF

A staff belonging to the monkey god. Light, yet durable, it is a mighty weapon if handled well.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Lizardman's Weapon x1, Ape Man Coat x5

P ATK	P DEF	M ATK	M DEF
522	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Step, Combo Force

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HANUMAN'S STAFF +1

A staff belonging to the monkey god. Light, yet durable, it is a mighty weapon if handled well.

BUY	SYNTHESIS	SELL
-	7250	7250

SYNTHESIS MATERIALS

Hanuman's Staff x1, Ape Man Coat x2, Hoof x2

P ATK	P DEF	M ATK	M DEF
538	0	0	0

ATTRIBUTE

SKILLS

Aerial Step, Aerial Dash

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HANUMAN'S STAFF +2α

A staff belonging to the monkey god. Light, yet durable, it is a mighty weapon if handled well.

BUY	SYNTHESIS	SELL
-	12000	12000

SYNTHESIS MATERIALS

Hanuman's Staff +1 x1, Yurzo Fruit x2, Tortoise Shell x2

P ATK	P DEF	M ATK	M DEF
655	0	0	0

ATTRIBUTE

--

SKILLS

Aerial Dash, Defend 3, Life Up

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HANUMAN'S STAFF +2β

A staff belonging to the monkey god. Light, yet durable, it is a mighty weapon if handled well.

BUY	SYNTHESIS	SELL
-	12000	12000

SYNTHESIS MATERIALS

Hanuman's Staff +1 x1, Yurzo Fruit x2, Mystic Orb x2

P ATK	P DEF	M ATK	M DEF
655	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Dash, Resist 3, Mental Up

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

OAR

An ordinary wooden oar. Can be a weapon depending on how it's used. Hey, don't play around with it!

BUY	SYNTHESIS	SELL
-	-	1700

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
211	0	0	0

ATTRIBUTE

-

SKILLS

Rod Master, Magic, Rise Attack

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SERPENT STAFF

Staff made in the image of a giant serpent. Powerful enough for a sorcerer to protect oneself.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Tribal Guard x1, Air Stone x2, Sacred Tree x2

P ATK	P DEF	M ATK	M DEF
410	0	0	0

ATTRIBUTE

Wind

SKILLS

Item Thrower, FS Bonus, Gale

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SHAKUJO

A staff with metal rings attached at the tip. Sounds of the rings drive away beasts and keeps one safe on a journey.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Tribal Guard x1, Air Stone x2, Wolf Fang x2

P ATK	P DEF	M ATK	M DEF
415	0	0	0

ATTRIBUTE

-

SKILLS

Item Thrower, FS Bonus 2, Alembic

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TRIBAL GUARD

Weapon used by guards who protected the ancient temple. Capable of capturing enemies without harm.

BUY	SYNTHESIS	SELL
7000	-	3500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
380	20	0	0

ATTRIBUTE

-

SKILLS

Guard Artes, Item Thrower, Magic Guard Plus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

UNICORN HORN

It is said that the horn was collected from a sea monster. The spear holds mystic power.

BUY	SYNTHESIS	SELL
-	-	11250

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
642	0	0	0

ATTRIBUTE

Light

SKILLS

Aerial OVL, Endure

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

UNICORN HORN +1α

It is said that the horn was collected from a sea monster. The spear holds mystic power.

BUY	SYNTHESIS	SELL
-	13750	13750

SYNTHESIS MATERIALS

Unicorn Horn x1, Giant Aphid x1

P ATK	P DEF	M ATK	M DEF
660	0	0	0

ATTRIBUTE

Light

SKILLS

Aerial OVL, Rebirth, Stat Boost

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

UNICORN HORN + 1β

It is said that the horn was collected from a sea monster. The spear holds mystic power.

BUY	SYNTHESIS	SELL
-	13750	13750

SYNTHESIS MATERIALS

Unicorn Horn x1, Greenlight Stone x1

P ATK	P DEF	M ATK	M DEF
660	0	0	0

ATTRIBUTE

Light

SKILLS

Aerial OVL, Rebirth 2, Immunity

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WAR STAFF

A staff used by a diligent student during his training. It is durable, but not really effective as a weapon.

BUY	SYNTHESIS	SELL
-	1900	1900

SYNTHESIS MATERIALS

Oar x1, Desier Iron Sand x1, Wolf Fang x1

P ATK	P DEF	M ATK	M DEF
277	0	100	0

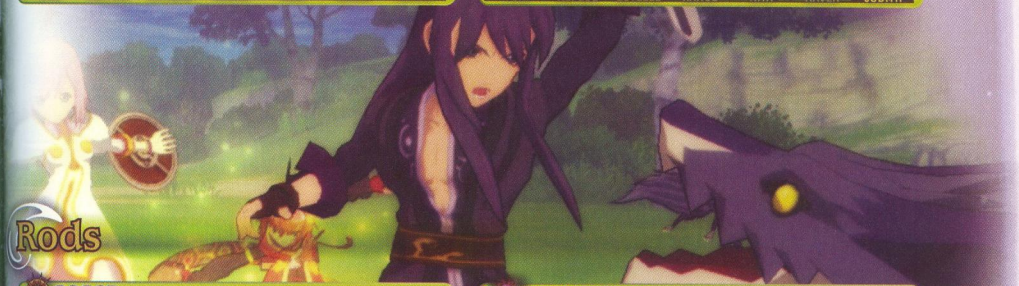
ATTRIBUTE

-

SKILLS

Spirits, TP Condition, TP Condition 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Rods

BC ROD

A rod with a glowing blue crystal. "Blue Crystal Rod" is the full name.

BUY	SYNTHESIS	SELL
-	-	30000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
680	0	680	0

ATTRIBUTE

-

SKILLS

Survive

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ENERGY WAND

An experimental weapon designed to shoot compressed force. A strong mind results in a more powerful attack.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
660	0	660	0

ATTRIBUTE

-

SKILLS

Anti Magic

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CAT TEASER

A small wand that can drive your cat crazy. Makes your cat want to hunt.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
550	0	550	0

ATTRIBUTE

-

SKILLS

Sleep 'n Heal

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GRAND SCEPTER

A pike made from blessed metal. Heavier than it looks, it inflicts great damage on targets.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Weccea Ore x1, Demon Bone x1, Desier Iron Sand x3

P ATK	P DEF	M ATK	M DEF
271	0	365	0

ATTRIBUTE

-

SKILLS

Immunity

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

COMET LIGHT

A magical rod that will make one's wish come true. Swing the rod and transform yourself!

BUY	SYNTHESIS	SELL
-	-	245

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
30	0	22	0

ATTRIBUTE

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GRAND SCEPTER + 1α

A pike made from blessed metal. Heavier than it looks, it inflicts great damage on targets.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Grand Scepter x1, Medical Herb x2, Shell x2

P ATK	P DEF	M ATK	M DEF
295	0	395	0

ATTRIBUTE

-

SKILLS

Vitality 2, Life Up, OVL Bonus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GRAND SCEPTER + 1β

A pike made from blessed metal. Heavier than it looks, it inflicts great damage on targets.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Grand Scepter x1, Soul Grass x2, Basilisk Scale x2

P ATK	P DEF	M ATK	M DEF
285	0	400	0

ATTRIBUTE

-

SKILLS

Spirits 2, Mental Up, OVL Bonus 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MACE

A simple weapon capable of inflicting fatal damage even against armored foes.

BUY	SYNTHESIS	SELL
-	400	400

SYNTHESIS MATERIALS

Wand x1, Paralyze Powder x1

P ATK	P DEF	M ATK	M DEF
45	0	0	0

ATTRIBUTE

-

SKILLS

Magic Guard, Critical Guard, Guard Plus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MORNING STAR

Simple, yet powerful. A single attack can tear one's flesh and crush one's bones.

BUY	SYNTHESIS	SELL
1200	-	600

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
71	0	105	0

ATTRIBUTE

-

SKILLS

Recover, Vitality

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MORNING STAR + 1

Simple, yet powerful. A single attack can tear one's flesh and crush one's bones.

BUY	SYNTHESIS	SELL
-	700	700

SYNTHESIS MATERIALS

Morning Star x1, Soft Tail x1, Bat Wing x1

P ATK	P DEF	M ATK	M DEF
94	0	110	0

ATTRIBUTE

-

SKILLS

Recover, Roll, Endure

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ROD

A rod made with care and blessed to protect travelers. The tip resembles a small pike.

BUY	SYNTHESIS	SELL
-	-	11000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
450	0	450	0

ATTRIBUTE

-

SKILLS

Special

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ROD + 1

A rod made with care and blessed to protect travelers. The tip resembles a small pike.

BUY	SYNTHESIS	SELL
-	12500	12500

SYNTHESIS MATERIALS

Rod x1, Eggbear Claw x2, Acorn Helmet x2

P ATK	P DEF	M ATK	M DEF
475	0	475	0

ATTRIBUTE

-

SKILLS

Special, Strength 3, Magic 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUBY WAND

A wand with a shining red gem attached. Holding this wand will inspire the owner.

BUY	SYNTHESIS	SELL
-	3500	3500

SYNTHESIS MATERIALS

Kris Naga x1, Hypionian Tree Bark x2, Wolf Fang x2, Fungus Powder x2

P ATK	P DEF	M ATK	M DEF
244	0	340	0

ATTRIBUTE

Earth

SKILLS

Crucible, Athenor

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUBY WAND + 1α

A wand with a shining red gem attached. Holding this wand will inspire the owner.

BUY	SYNTHESIS	SELL
-	4100	4100

SYNTHESIS MATERIALS

Ruby Wand x1, Hypionian Tree Bark x2, Mandrake Eye x2

P ATK	P DEF	M ATK	M DEF
288	0	370	0

ATTRIBUTE

Earth

SKILLS

Crucible, Status Guard, Guard All

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUBY WAND + 1β

A wand with a shining red gem attached. Holding this wand will inspire the owner.

BUY	SYNTHESIS	SELL
-	4100	4100

SYNTHESIS MATERIALS

Sharp Blade x1, Hypionian Coral x2, Mandrake Eye x2

P ATK	P DEF	M ATK	M DEF
299	0	365	0

ATTRIBUTE

Earth

SKILLS

Athenor, Condition Guard, Extend Guard

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STAR ROD

A star-shaped rod. It brings a calm state of mind and concentration to the owner.

BUY	SYNTHESIS	SELL
-	16000	16000

SYNTHESIS MATERIALS

Light Star Gem x1, Crystal x1, Sacred Tree x2

P ATK	P DEF	M ATK	M DEF
510	0	530	0

ATTRIBUTE

Light

SKILLS

Eternal Support

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STAR ROD + 1

A star-shaped rod. It brings a calm state of mind and concentration to the owner.

BUY	SYNTHESIS	SELL
-	17000	17000

SYNTHESIS MATERIALS: Star Rod x1, Hippo Breath x2

ATTRIBUTE: Light

SKILLS: Eternal Support, Life Healer, Spirit Healer

P ATK	P DEF	M ATK	M DEF
518	0	544	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

WAND

A short wand that helps with concentration. Some carry it around as a charm.

BUY	SYNTHESIS	SELL
490	-	245

SYNTHESIS MATERIALS: -

ATTRIBUTE: -

SKILLS: Magic Guard

P ATK	P DEF	M ATK	M DEF
30	0	22	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

WIZARD HORN

A horn that saved legendary wizards several times. Made of metal, it can also be used as a weapon.

BUY	SYNTHESIS	SELL
-	1600	1600

SYNTHESIS MATERIALS: Grimoire Page x1, Broken Dagger x3

ATTRIBUTE: -

SKILLS: Medical Boost

P ATK	P DEF	M ATK	M DEF
140	0	148	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

WIZARD HORN + 1α

A horn that saved legendary wizards several times. Made of metal, it can also be used as a weapon.

BUY	SYNTHESIS	SELL
-	2100	2100

SYNTHESIS MATERIALS: Wizard Horn x1, Spirit Fragment x1, Desier Iron Sand x2

ATTRIBUTE: -

SKILLS: Medical Boost, Healing Artes, Elemental

P ATK	P DEF	M ATK	M DEF
180	10	188	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

WIZARD HORN + 1β

A horn that saved legendary wizards several times. Made of metal, it can also be used as a weapon.

BUY	SYNTHESIS	SELL
-	2100	2100

SYNTHESIS MATERIALS: Wizard Horn x1, Spirit Fragment x2, Desier Iron Sand x1

ATTRIBUTE: -

SKILLS: Medical Boost, Lovely Dog, Anti Element

P ATK	P DEF	M ATK	M DEF
180	0	188	10

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

Cloth

ANUBIS

A painting that only reveals its true form with the exchange of one's soul. A big price to pay for the truth.

BUY	SYNTHESIS	SELL
15000	7500	7500

SYNTHESIS MATERIALS: Bucket Beak x1, Spirit Fragment x4

ATTRIBUTE: -

SKILLS: Convert Absorption

P ATK	P DEF	M ATK	M DEF
388	0	455	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ANUBIS + 1

A painting that only reveals its true form with the exchange of one's soul. A big price to pay for the truth.

BUY	SYNTHESIS	SELL
-	11000	11000

SYNTHESIS MATERIALS: Anubis x1, Yurze Fruit x2, Medical Herb x2, Peepit Egg x1

ATTRIBUTE: -

SKILLS: Convert Absorption, Rebirth 2

P ATK	P DEF	M ATK	M DEF
422	0	510	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ASPION

A simple weapon made of an aer processed sash. It can also be used as a blade.

BUY	SYNTHESIS	SELL
65000	32500	32500

SYNTHESIS MATERIALS: Hippo Breath x2, Treant Flower x2, Greenlight Stone x2

ATTRIBUTE: -

SKILLS: Reducer, Magic 4

P ATK	P DEF	M ATK	M DEF
660	0	720	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

AVENGER'S SCROLL

A scroll signed by those who gathered for vengeance. You can sense the strong will.

BUY	SYNTHESIS	SELL
-	2100	2100

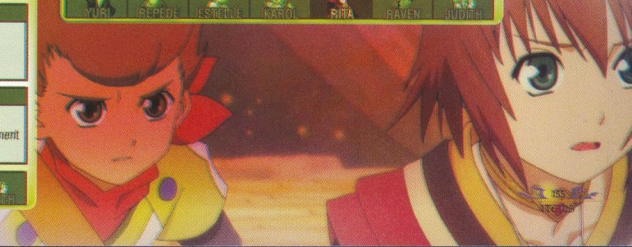
SYNTHESIS MATERIALS: Spider Web x1, Bat Wing x1, Soft Tail x2

ATTRIBUTE: -

SKILLS: Over Cast 2, Magic 2

P ATK	P DEF	M ATK	M DEF
230	0	245	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH



AVENGER'S SCROLL +1

A scroll signed by those who gathered for vengeance. You can sense the strong will.

BUY	SYNTHESIS	SELL
-	2750	2750

SYNTHESIS MATERIALS

Avenger's Scroll x1, Bearskin x1, Bat Wing x2

P ATK	P DEF	M ATK	M DEF
250	0	260	0

ATTRIBUTE

-

SKILLS

Over Cast 2, Magic 2, Lucky Soul

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

AVENGER'S SCROLL +2

A scroll signed by those who gathered for vengeance. You can sense the strong will.

BUY	SYNTHESIS	SELL
-	3700	3700

SYNTHESIS MATERIALS

Avenger's Scroll +1 x1, Steel Arrow Head x2, Red Lens x3

P ATK	P DEF	M ATK	M DEF
299	0	365	0

ATTRIBUTE

-

SKILLS

Over Cast 2, Guard Artes, Spirit Absorb

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

DEATH CONTRAST

A piece of painting that expresses light and shadow. The details are unknown but there is a trace of a seal.

BUY	SYNTHESIS	SELL
-	9500	9500

SYNTHESIS MATERIALS

Mystic Cloth x1, Hypionian Tree Bark x2, Mystic Orb x2

P ATK	P DEF	M ATK	M DEF
411	0	500	0

ATTRIBUTE

Darkness

SKILLS

Recast, Magic 3

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

DEATH CONTRAST +1

A piece of painting that expresses light and shadow. The details are unknown but there is a trace of a seal.

BUY	SYNTHESIS	SELL
-	-	12000

SYNTHESIS MATERIALS

Death Contrast x1, Fungus Powder MX x1, Treant Flower x1

P ATK	P DEF	M ATK	M DEF
444	0	522	0

ATTRIBUTE

Darkness

SKILLS

Recast, Absorption

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

DEATH CONTRAST +2α

A piece of painting that expresses light and shadow. The details are unknown but there is a trace of a seal.

BUY	SYNTHESIS	SELL
-	-	14000

SYNTHESIS MATERIALS

Death Contrast +1 x1, Merman's Weapon x2, Rhino Horn x2

P ATK	P DEF	M ATK	M DEF
500	0	565	0

ATTRIBUTE

Darkness

SKILLS

Absorption, FS Bonus, Strength 3

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

DEATH CONTRAST +2β

A piece of painting that expresses light and shadow. The details are unknown but there is a trace of a seal.

BUY	SYNTHESIS	SELL
-	-	14000

SYNTHESIS MATERIALS

Death Contrast +1 x1, Tough Leather x2, Scaly Dragon Skin x2

P ATK	P DEF	M ATK	M DEF
500	0	565	0

ATTRIBUTE

Darkness

SKILLS

Absorption, FS Bonus 2, Defend 3

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

ENDLESS HEART

Decorated with a heart-shaped floral pattern. The dye used contains a substance that conducts aer.

BUY	SYNTHESIS	SELL
-	-	950

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
112	0	155	0

ATTRIBUTE

-

SKILLS

Critical Magic

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

ENDLESS HEART +1

Decorated with a heart-shaped floral pattern. The dye used contains a substance that conducts aer.

BUY	SYNTHESIS	SELL
-	1425	1425

SYNTHESIS MATERIALS

Endless Heart x1, Magic Resin x1, Filifolia Leaf x4

P ATK	P DEF	M ATK	M DEF
122	0	190	0

ATTRIBUTE

-

SKILLS

Critical Magic, Stun Magic, Taunt 2

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

EVER BLUE

A cloth dyed by a sea tribe. Some tie this to a ship's mast to wish for a safe voyage.

BUY	SYNTHESIS	SELL
-	3700	3700

SYNTHESIS MATERIALS

Weccea Ore x2, Iron Grip x2, Iron Tip x2, Yurzo Crystal x2

P ATK	P DEF	M ATK	M DEF
318	0	372	0

ATTRIBUTE

Water

SKILLS

Light Magic, OVL Bonus

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

EVER BLUE +1α

A cloth dyed by a sea tribe. Some tie this to a ship's mast to wish for a safe voyage.

BUY	SYNTHESIS	SELL
-	4500	4500

SYNTHESIS MATERIALS

Ever Blue x1, Toad Oil x3, Tortoise Tail x2

P ATK	P DEF	M ATK	M DEF
342	0	400	0

ATTRIBUTE

Water

SKILLS

Light Magic, Dispersion, HP Recove

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

EVER BLUE + 1β

A cloth dyed by a sea tribe. Some tie this to a ship's mast to wish for a safe voyage.

BUY	SYNTHESIS	SELL
-	4500	4500

SYNTHESIS MATERIALS

Ever Blue x1, Rabbit Ear x3, Strong Vine x2

P ATK	P DEF	M ATK	M DEF
342	0	400	0

ATTRIBUTE

Water

SKILLS

Light Magic, Great Deluge, TP Recover

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MILKY WAY + 1

A beautiful fabric resembling a star-filled sky. The gold thread embroidery serves to store aer.

BUY	SYNTHESIS	SELL
-	30000	30000

SYNTHESIS MATERIALS

Milky Way x1, Dragon Powder x2, Griffin Claw x1

P ATK	P DEF	M ATK	M DEF
670	0	695	0

ATTRIBUTE

-

SKILLS

Resilience, Speed Cast

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KING SIZED BELT

A belt of unbelievable size. Applying aer makes it even larger.

BUY	SYNTHESIS	SELL
-	-	885

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
100	0	145	0

ATTRIBUTE

-

SKILLS

Magic Guard Plus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PERFECT GREEN

A cloth colored with all sorts of plant dyes. The vibrant green color will not fade even after 100 years.

BUY	SYNTHESIS	SELL
3800	-	1900

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
210	0	233	0

ATTRIBUTE

Wind

SKILLS

Spirit Healer, Resist 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KING SIZED BELT + 1

A belt of unbelievable size. Applying aer makes it even larger.

BUY	SYNTHESIS	SELL
-	1350	1350

SYNTHESIS MATERIALS

King Sized Belt x1, Magic Resin x1, Bat Wing x3

P ATK	P DEF	M ATK	M DEF
128	0	182	0

ATTRIBUTE

-

SKILLS

Magic Guard Plus, Cross Counter, Taunt

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PERFECT GREEN + 1α

A cloth colored with all sorts of plant dyes. The vibrant green color will not fade even after 100 years.

BUY	SYNTHESIS	SELL
-	3900	3900

SYNTHESIS MATERIALS

Perfect Green x1, Air Stone x2, Ilyccia Weed x2

P ATK	P DEF	M ATK	M DEF
300	15	370	0

ATTRIBUTE

Wind

SKILLS

Spirit Healer, TP Condition 3, Alembic

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MEASURING TAPE

Good for measuring anything and everything…even the waistline! It won't guarantee your safety though…

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
640	0	640	0

ATTRIBUTE

-

SKILLS

Randomize, Lucky End

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PERFECT GREEN + 1β

A cloth colored with all sorts of plant dyes. The vibrant green color will not fade even after 100 years.

BUY	SYNTHESIS	SELL
-	3900	3900

SYNTHESIS MATERIALS

Perfect Green x1, Air Stone x2, Filifolia Leaf x2

P ATK	P DEF	M ATK	M DEF
300	0	370	15

ATTRIBUTE

Wind

SKILLS

Spirit Healer, TP Condition 4, Gale

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MILKY WAY

A beautiful fabric resembling a star-filled sky. The gold thread embroidery serves to store aer.

BUY	SYNTHESIS	SELL
-	-	30000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
655	0	685	0

ATTRIBUTE

-

SKILLS

Resilience

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PSYCHEDELICA

A long cloth belt with a dazzling pattern. Originally used to distract attackers.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Ilyccian Ice x2, Mystic Cloth x2, Aer Agaric x2

P ATK	P DEF	M ATK	M DEF
377	0	440	0

ATTRIBUTE

-

SKILLS

Special, Spirits 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PSYCHEDELICA +1

A long cloth belt with a dazzling pattern. Originally used to distract attackers.

BUY	SYNTHESIS	SELL
-	8000	8000

SYNTHESIS MATERIALS: -

ATTRIBUTE: -

SKILLS: Special, Spirits 2, Spell End

P.ATK	P.DEF	M.ATK	M.DEF
394	0	470	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SCARF +1

Made from the wool of sheep living in an area with dense aer. Keeps you very warm.

BUY	SYNTHESIS	SELL
-	575	575

SYNTHESIS MATERIALS: Scarf x1, Aphid x1

ATTRIBUTE: -

SKILLS: Backstep, EXP Share

P.ATK	P.DEF	M.ATK	M.DEF
80	0	114	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

RIVET BELT

A belt with thorns attached. The decorative metal conducts aer well.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS: Mystic Cloth x1, Solid Thorn x2, Mane x1

ATTRIBUTE: -

SKILLS: Over Cast, Rise Attack

P.ATK	P.DEF	M.ATK	M.DEF
138	0	195	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TWINKE STAR

Worn by a legendary wizard who summoned the stars. The design is sort of cute.

BUY	SYNTHESIS	SELL
-	4950	4950

SYNTHESIS MATERIALS: Waterproof Cloth x1, Holy Horn x1, Knight Water x2

ATTRIBUTE: -

SKILLS: Heavy Magic, Item Pro

P.ATK	P.DEF	M.ATK	M.DEF
350	0	415	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SASH

Made of fiber with high aer conductivity. It can be stretched by controlling the aer pressure.

BUY	SYNTHESIS	SELL
640	-	320

SYNTHESIS MATERIALS: -

ATTRIBUTE: -

SKILLS: Magic Guard

P.ATK	P.DEF	M.ATK	M.DEF
42	0	71	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH



Whips

SASH +1

Made of fiber with high aer conductivity. It can be stretched by controlling the aer pressure.

BUY	SYNTHESIS	SELL
-	400	400

SYNTHESIS MATERIALS: Sash x1, Waterproof Cloth x1

ATTRIBUTE: -

SKILLS: Half Damage, Quarter Damage, Minimum Damage

P.ATK	P.DEF	M.ATK	M.DEF
1	0	1	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CALAMITY CHAIN: UROBOROS

The source of ceaseless hatred and chaos. It never stays in one form. It is impossible to escape its attack.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS: -

ATTRIBUTE: -

SKILLS: -

P.ATK	P.DEF	M.ATK	M.DEF
0	0	0	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SCARF

Made from the wool of sheep living in an area with dense aer. Keeps you very warm.

BUY	SYNTHESIS	SELL
320	-	460

SYNTHESIS MATERIALS: -

ATTRIBUTE: -

SKILLS: Backstep

P.ATK	P.DEF	M.ATK	M.DEF
96	0	100	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CHAIN

A simple, ordinary chain. Some use it as a weapon by swinging it around, but that's not what it is meant for....

BUY	SYNTHESIS	SELL
690	-	345

SYNTHESIS MATERIALS: -

ATTRIBUTE: -

SKILLS: Recover, Strength

P.ATK	P.DEF	M.ATK	M.DEF
60	0	75	0

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CHAIN + 1

A simple, ordinary chain. Some use it as a weapon by swinging it around, but that's not what it is meant for...

BUY	SYNTHESIS	SELL
-	400	400

SYNTHESIS MATERIALS

Chain x1, Paralyze Powder x2

P ATK	P DEF	M ATK	M DEF
78	0	88	0

ATTRIBUTE

-

SKILLS

Recover, Evade, Strength

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CHAIN WHIP

A metal whip used as a weapon. The weight at the tip increases its attack power.

BUY	SYNTHESIS	SELL
-	1200	1200

SYNTHESIS MATERIALS

Magic Resin x1, Iron Grip x1, Iron Tip x2

P ATK	P DEF	M ATK	M DEF
135	0	152	0

ATTRIBUTE

-

SKILLS

Item Thrower, Step Away, Guard Plus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CHAIN WHIP + 1

A metal whip used as a weapon. The weight at the tip increases its attack power.

BUY	SYNTHESIS	SELL
-	1600	1600

SYNTHESIS MATERIALS

Chain Whip x1, Filifolia Leaf x1, Basilisk Scale x1

P ATK	P DEF	M ATK	M DEF
170	0	200	0

ATTRIBUTE

-

SKILLS

Item Thrower, Step Away, Roll

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GLOWING RIBBON

A ribbon soaked with liquid aer conductor. It becomes slightly hot and glows when used for dancing.

BUY	SYNTHESIS	SELL
-	2850	2850

SYNTHESIS MATERIALS

Flare Stone x1, Bat Wing x2, Bird Feather (Medium) x2

P ATK	P DEF	M ATK	M DEF
263	0	270	0

ATTRIBUTE

Fire

SKILLS

Magic Combo, BA Force

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GLOWING RIBBON + 1α

A ribbon soaked with liquid aer conductor. It becomes slightly hot and glows when used for dancing.

BUY	SYNTHESIS	SELL
-	2850	2850

SYNTHESIS MATERIALS

Glowing Ribbon x1, Flare Stone x1, Bat Wing x2

P ATK	P DEF	M ATK	M DEF
265	0	275	0

ATTRIBUTE

Fire

SKILLS

Magic Combo, Chain, Elemental

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GLOWING RIBBON + 1β

A ribbon soaked with liquid aer conductor. It becomes slightly hot and glows when used for dancing.

BUY	SYNTHESIS	SELL
-	2850	28520

SYNTHESIS MATERIALS

Glowing Ribbon x1, Flare Stone x1, Bird Feather (Medium) x2

P ATK	P DEF	M ATK	M DEF
270	0	270	0

ATTRIBUTE

Fire

SKILLS

Magic Combo, Hell Fire, Anti Element

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GRIM CARDIAN

A whip made from a bronze statue of an ancient temple. It was used to seal demons.

BUY	SYNTHESIS	SELL
6300	-	3150

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
307	0	330	0

ATTRIBUTE

Earth

SKILLS

Revenge Spell, Endure

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GRIM CARDIAN + 1α

A whip made from a bronze statue of an ancient temple. It was used to seal demons.

BUY	SYNTHESIS	SELL
-	3950	3950

SYNTHESIS MATERIALS

Grim Cardian x1, Hypionian Tree Bark x2, Tortoise Shell x4

P ATK	P DEF	M ATK	M DEF
310	0	375	0

ATTRIBUTE

Earth

SKILLS

Revenge Spell, Crucible, Status Guard

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GRIM CARDIAN + 1β

A whip made from a bronze statue of an ancient temple. It was used to seal demons.

BUY	SYNTHESIS	SELL
-	3950	3950

SYNTHESIS MATERIALS

Grim Cardian x1, Hypionian Coral x2, Shell x4

P ATK	P DEF	M ATK	M DEF
305	0	380	0

ATTRIBUTE

Earth

SKILLS

Revenge Spell, Athenor, Condition Guard

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HIGH POWER YO-YO

A mechanical yo-yo which is capable of spinning for a long period of time. The attached blade can be extremely harmful.

BUY	SYNTHESIS	SELL
3800	-	1900

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
210	0	210	0

ATTRIBUTE

-

SKILLS

Life Healer, Defend 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HIGH POWER YO-YO +1

A mechanical yo-yo which is capable of spinning for a long period of time. The attached blade can be extremely harmful.

BUY	SYNTHESIS	SELL
-	2100	2100

SYNTHESIS MATERIALS

High Power Yo-yo x1, Spirit Fragment x1, Wolf Fang x2

P ATK	P DEF	M ATK	M DEF
230	0	230	0

ATTRIBUTE

-

SKILLS

Life Healer, TP Condition, TP Condition 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HYPERSHOCK YO-YO

The built-in motor increases the attack power. I'm telling you, it's dangerous.

BUY	SYNTHESIS	SELL
42000	-	21000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
595	0	580	0

ATTRIBUTE

-

SKILLS

Evade 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IVY BLADE

A haunted evil sword. Little is known, except for the name of the owner engraved on it.

BUY	SYNTHESIS	SELL
-	-	9600

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
690	0	670	0

ATTRIBUTE

-

SKILLS

Over Cast 3, Spirits 4

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER WHIP

A whip thought to be used for torture. One slash can rip one's skin and flesh.

BUY	SYNTHESIS	SELL
-	800	800

SYNTHESIS MATERIALS

Tough Leather x1, Scarf x1

P ATK	P DEF	M ATK	M DEF
92	0	120	0

ATTRIBUTE

-

SKILLS

Critical Guard, Defend

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER WHIP +1

A whip thought to be used for torture. One slash can rip one's skin and flesh.

BUY	SYNTHESIS	SELL
-	830	830

SYNTHESIS MATERIALS

Leather Whip +1 x1, Tough Leather x2

P ATK	P DEF	M ATK	M DEF
99	0	130	0

ATTRIBUTE

-

SKILLS

HP Condition 3, HP Condition 4, Vitality

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

NOVA

A toy with a sharp spike and a heavy ball attached by a string. Swinging the ball could lead to serious injury.

BUY	SYNTHESIS	SELL
4800	-	2400

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
245	0	245	0

ATTRIBUTE

-

SKILLS

O.L. Boost, Combo Force

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

NOVA +1α

A toy with a sharp spike and a heavy ball attached by a string. Swinging the ball could lead to serious injury.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Nova x1, Iron Tip x4

P ATK	P DEF	M ATK	M DEF
285	0	290	0

ATTRIBUTE

-

SKILLS

O.L. Boost, Life Up, Guard Reflect

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

NOVA +1β

A toy with a sharp spike and a heavy ball attached by a string. Swinging the ball could lead to serious injury.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Nova x1, Grimoire Page x4

P ATK	P DEF	M ATK	M DEF
290	0	285	0

ATTRIBUTE

-

SKILLS

O.L. Boost, Mental Up, Reflect

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ONE WORLD

A metal toy with an exaggerated name. Swinging it around can be really dangerous.

BUY	SYNTHESIS	SELL
23000	-	11500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
480	0	475	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Immunity

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ONE WORLD +1

A metal toy with an exaggerated name. Swinging it around can be really dangerous.

BUY	SYNTHESIS	SELL
-	13250	13250

SYNTHESIS MATERIALS

One World x1, Aphid x2, Fungus Powder x2

P ATK	P DEF	M ATK	M DEF
515	0	535	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Immunity, Rebirth

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

QUEEN'S WHIP

A whip used by those with unique habits. Good as a weapon and dangerous overall.

BUY	SYNTHESIS	SELL
8700	-	4350

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Overheat, Strength 2

P ATK	P DEF	M ATK	M DEF
342	0	385	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

QUEEN'S WHIP +1α

A whip used by those with unique habits. Good as a weapon and dangerous overall.

BUY	SYNTHESIS	SELL
-	5500	5500

SYNTHESIS MATERIALS

Queen's Whip x1, Holy Horn x1, Knight Water x1

ATTRIBUTE

-

SKILLS

Overheat, Strength 2, OVL Taunt

P ATK	P DEF	M ATK	M DEF
355	0	420	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

QUEEN'S WHIP +1β

A whip used by those with unique habits. Good as a weapon and dangerous overall.

BUY	SYNTHESIS	SELL
-	5500	5500

SYNTHESIS MATERIALS

Queen's Whip x1, Holy Horn x1, Toad Oil x1

ATTRIBUTE

-

SKILLS

Overheat, Strength 2, OVL Taunt 2

P ATK	P DEF	M ATK	M DEF
355	0	420	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

ROSE WHIP

A whip with thorns like the stem of a beautiful rose. The thorns never wither due to the aer within it.

BUY	SYNTHESIS	SELL
-	5750	5750

SYNTHESIS MATERIALS

Rose x1, Strong Vine x1

ATTRIBUTE

-

SKILLS

Combo Plus, Vitality 2

P ATK	P DEF	M ATK	M DEF
369	0	422	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

SACRED CHAIN

A chain made from metal of another world. Said to have sealed something that leads to the truth.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

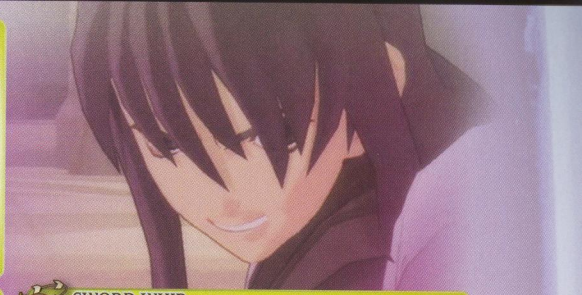
ATTRIBUTE

SKILLS

Liner Shot, Resurrect

P ATK	P DEF	M ATK	M DEF
640	0	630	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH



SWORD WHIP

A sword that changes into a whip. It covers a wide range during battles.

BUY	SYNTHESIS	SELL
-	13000	13000

SYNTHESIS MATERIALS

Blastium Ore J x1, Solid Thorn x1

ATTRIBUTE

Fire

SKILLS

OVL Bonus 2, Evade 2

P ATK	P DEF	M ATK	M DEF
500	0	540	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

SWORD WHIP +1α

A sword that changes into a whip. It covers a wide range during battles.

BUY	SYNTHESIS	SELL
-	15000	15000

SYNTHESIS MATERIALS

Sword Whip x1, Scorpion Tail x2, Peepit Egg x1

ATTRIBUTE

Fire

SKILLS

OVL Bonus 2, Void Attack, Vitality 3

P ATK	P DEF	M ATK	M DEF
535	0	560	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

SWORD WHIP +1β

A sword that changes into a whip. It covers a wide range during battles.

BUY	SYNTHESIS	SELL
-	15000	15000

SYNTHESIS MATERIALS

Sword Whip x1, Aphid x2, Peepit Egg x1

ATTRIBUTE

Fire

SKILLS

OVL Bonus 2, Void Magic, Resist 3

P ATK	P DEF	M ATK	M DEF
540	0	555	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

UROBOROS

The source of ceaseless hatred and chaos. It never stays in one form. It is impossible to escape its attack.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
420	0	500	0

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH



Bows

BLOOD TRIGGER

A mechanical bow which caused a massacre 10 years ago. It was supposed to have been kept under close watch…

BUY	SYNTHESIS	SELL
30000	-	15000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
580	0	460	0

ATTRIBUTE

Darkness

SKILLS

Combo Plus, FS Bonus, Combo Force

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

BLOOD TRIGGER + 1α

A mechanical bow which caused a massacre 10 years ago. It was supposed to have been kept under close watch…

BUY	SYNTHESIS	SELL
-	17500	17500

SYNTHESIS MATERIALS

Blood Trigger x1, Peepit Egg x1, Medical Herb x2

P ATK	P DEF	M ATK	M DEF
610	0	485	0

ATTRIBUTE

Darkness

SKILLS

Combo Plus, FS Bonus, Life Healer

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

BLOOD TRIGGER + 1β

A mechanical bow which caused a massacre 10 years ago. It was supposed to have been kept under close watch…

BUY	SYNTHESIS	SELL
-	17500	17500

SYNTHESIS MATERIALS

Blood Trigger x1, Peepit Egg x1, Soul Grass x2

P ATK	P DEF	M ATK	M DEF
615	0	480	0

ATTRIBUTE

Darkness

SKILLS

Combo Plus, FS Bonus, Spirit Healer

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

BREAKER BOW

Heavy bow used to attack enemy castles during war. The shots from this bow can destroy ramparts.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Elven Bow x1, Geo Stone x5, Bear Claw x5

P ATK	P DEF	M ATK	M DEF
488	0	380	0

ATTRIBUTE

Earth

SKILLS

Special, Crucible, Athenor

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

BURN SPREADER

A demonic bow with the power to cause great flames. The blazing arrows can even burn the skies.

BUY	SYNTHESIS	SELL
-	3350	3350

SYNTHESIS MATERIALS

Rapid Shot x1, Flare Stone x1, Spider Web x2

P ATK	P DEF	M ATK	M DEF
280	0	277	0

ATTRIBUTE

Fire

SKILLS

In Step, Chain, Hell Fire

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

CELESTIAL STAR

A legendary bow that can shoot through the sky. Is said to have shot down a starship during an ancient battle.

BUY	SYNTHESIS	SELL
-	-	35000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
690	0	550	0

ATTRIBUTE

Light

SKILLS

Resurrect, Rebirth

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

CELESTIAL STAR + 1

A legendary bow that can shoot through the sky. Is said to have shot down a starship during an ancient battle.

BUY	SYNTHESIS	SELL
-	40000	40000

SYNTHESIS MATERIALS

Celestial Star x1, Rare Metal x1, Fungus Powder MX x1, Wing Fan x1

P ATK	P DEF	M ATK	M DEF
700	0	575	0

ATTRIBUTE

Light

SKILLS

Resurrect, Rebirth 2, Escape Step

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

CRUSADER 13

An ancient bow named after a renowned sniper. This weapon will never miss its target.

BUY	SYNTHESIS	SELL
-	-	32500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
680	0	500	0

ATTRIBUTE

-

SKILLS

OVL Bonus 2, Lucky End

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

DEATH SLINGER

Do not be enchanted! Once the arrow is released, this weapon will spread death among its targets.

BUY	SYNTHESIS	SELL
-	18500	18500

SYNTHESIS MATERIALS

Jet-black Ink x1, Yurzo Crystal x2, Crab Shell x4

P ATK	P DEF	M ATK	M DEF
620	0	499	0

ATTRIBUTE

Darkness

SKILLS

Super Chain 5, FS Bonus 2

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

DEATH SLINGER +1α

Do not be enchanted! Once the arrow is released, this weapon will spread death among its targets.

BUY	SYNTHESIS	SELL
-	27500	27500

SYNTHESIS MATERIALS

Death Slinger x1, Ilyccia Weed x3, Ilyccian Ice x3

P ATK	P DEF	M ATK	M DEF
645	0	540	0

ATTRIBUTE

Darkness

SKILLS

Super Chain 5, Life Up, Defend 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DEATH SLINGER +1β

Do not be enchanted! Once the arrow is released, this weapon will spread death among its targets.

BUY	SYNTHESIS	SELL
-	27500	27500

SYNTHESIS MATERIALS

Death Slinger x1, Tolbyccian Water x3, Tolbyccian Fish x3

P ATK	P DEF	M ATK	M DEF
660	0	520	0

ATTRIBUTE

Darkness

SKILLS

Super Chain 5, Mental Up, Resist 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DEFENDER BOW

A transforming bow that was used by guardians of the ancient world. Its sniping capability never allowed enemies to get within its shooting range.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Spike Bow x1, Bearskin x3

P ATK	P DEF	M ATK	M DEF
255	40	250	20

ATTRIBUTE

-

SKILLS

Long Range, Guard Artes, TP Condition 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DIVINE CANNON

Also known as "Divine Thunderbolt," the owner of this weapon needs to be responsible for its power.

BUY	SYNTHESIS	SELL
-	-	40000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
650	0	510	0

ATTRIBUTE

-

SKILLS

OVL Bonus 2, Lucky Magic, Power Shot

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELVEN BOW

A bow said to grow into a giant tree to protect those in the future according to an ancient prophecy.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Green Star Gem x1, Sacred Tree x4

P ATK	P DEF	M ATK	M DEF
400	0	400	0

ATTRIBUTE

-

SKILLS

Special, OVL Bonus

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FALCON NEEDLE

A sword bow with spikes replacing the blades. Lightweight, yet very powerful.

BUY	SYNTHESIS	SELL
15000	7500	7500

SYNTHESIS MATERIALS

Ilyccian Ice x1, Merman Fin x1, Bird Feather (Medium) x2

P ATK	P DEF	M ATK	M DEF
430	0	400	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Lucky Soul, Resist 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FALCON NEEDLE +1

A sword bow with spikes replacing the blades. Lightweight, yet very powerful.

BUY	SYNTHESIS	SELL
-	14000	14000

SYNTHESIS MATERIALS

Falcon Needle x1, Filifolia Fruit x2, Toad Oil x2, Bucket Beak x1

P ATK	P DEF	M ATK	M DEF
535	0	435	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Spirits 3, Vitality 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FALCON NEEDLE +2α

A sword bow with spikes replacing the blades. Lightweight, yet very powerful.

BUY	SYNTHESIS	SELL
-	15000	15000

SYNTHESIS MATERIALS

Falcon Needle x1, Weccean Lizard Fossil x2, Scorpion Tail x2

P ATK	P DEF	M ATK	M DEF
595	0	470	0

ATTRIBUTE

-

SKILLS

HP Recover, Vitality 3, Void Attack

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FALCON NEEDLE +2β

A sword bow with spikes replacing the blades. Lightweight, yet very powerful.

BUY	SYNTHESIS	SELL
-	15000	15000

SYNTHESIS MATERIALS

Falcon Needle x1, Weccea Ore x2, Scorpion Tail x2

P ATK	P DEF	M ATK	M DEF
590	0	475	0

ATTRIBUTE

-

SKILLS

TP Recover, Spirits 3, Void Magic

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GALE SPREADER

A demonic bow with the powers of a windstorm. The arrows released create a vacuum and strike the enemies like a blade.

BUY	SYNTHESIS	SELL
-	3350	3350

SYNTHESIS MATERIALS

Rapid Shot x1, Air Stone x1, Spider Web x2

P ATK	P DEF	M ATK	M DEF
277	0	266	0

ATTRIBUTE

Wind

SKILLS

In Step, Alembic, Gale

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

NEBILIM

A bow with two virtues and two hearts. There's nothing its arrows can't pierce.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
500	0	400	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SLINGSHOT

Kids get scolded for playing with this. It even has a nasty blade attached now...

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

ATTRIBUTE

-

SKILLS

Endless Shot, Vacance, Cooking Plus

P ATK	P DEF	M ATK	M DEF
650	0	550	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

QUICK TRIGGER

An extremely light bow designed to be handled easily and quickly. The edges are as sharp as a razor.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Air Stone x1, Bird Feather (Medium) x2, Sacred Tree x2

ATTRIBUTE

-

SKILLS

Quick Arrow, Magic 2

P ATK	P DEF	M ATK	M DEF
335	0	340	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SMASH BOW

Heavy bow capable of releasing extremely powerful shots. Pulling the string requires a great deal of strength.

BUY	SYNTHESIS	SELL
-	1675	1675

SYNTHESIS MATERIALS

Steel Arrow Head x1, Tolbyccian Water x3, Tolbyccian Fish x3

ATTRIBUTE

-

SKILLS

EXP Share, Item Thrower, Hunter

P ATK	P DEF	M ATK	M DEF
174	0	130	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

QUICK TRIGGER + 1α

An extremely light bow designed to be handled easily and quickly. The edges are as sharp as a razor.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Quick Trigger x1, Broken Dagger x2, Red Blossom x3

ATTRIBUTE

-

SKILLS

Quick Arrow, Cross Counter, Revenge Arrow

P ATK	P DEF	M ATK	M DEF
355	0	350	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SMASH BOW + 1α

Heavy bow capable of releasing extremely powerful shots. Pulling the string requires a great deal of strength.

BUY	SYNTHESIS	SELL
-	1750	1750

SYNTHESIS MATERIALS

Smash Bow x1, Hoof x1, Soft Tail x2

ATTRIBUTE

-

SKILLS

EXP Share, Item Thrower, Rise Attack

P ATK	P DEF	M ATK	M DEF
188	0	165	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

QUICK TRIGGER + 1β

An extremely light bow designed to be handled easily and quickly. The edges are as sharp as a razor.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Quick Trigger +1, Broken Dagger x2, Desier Gold Dust x3

ATTRIBUTE

-

SKILLS

Quick Arrow, Stun Magic, Elemental

P ATK	P DEF	M ATK	M DEF
360	0	345	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SMASH BOW + 1β

Heavy bow capable of releasing extremely powerful shots. Pulling the string requires a great deal of strength.

BUY	SYNTHESIS	SELL
-	1750	1750

SYNTHESIS MATERIALS

Smash Bow x1, Hoof x2, Broken Dagger x2

ATTRIBUTE

-

SKILLS

EXP Share, Item Thrower, TP Attack

P ATK	P DEF	M ATK	M DEF
194	0	155	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

RAPID SHOT

A bow, light as a feather, that could be handled with the pinky finger. Its arrows are highly devastating.

BUY	SYNTHESIS	SELL
-	3250	3250

SYNTHESIS MATERIALS

Flare Stone x1, Bird Feather (Medium) x2, Desier Iron Sand x2

ATTRIBUTE

-

SKILLS

BA Force, Light Force

P ATK	P DEF	M ATK	M DEF
270	0	266	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SMASH BOW + 2

Heavy bow capable of releasing extremely powerful shots. Pulling the string requires a great deal of strength.

BUY	SYNTHESIS	SELL
-	1800	1800

SYNTHESIS MATERIALS

Smash Bow +1a x1, Insect Wing x1 OR Smash Bow +1b x1, Insect Wing x1

ATTRIBUTE

-

SKILLS

Half Damage, Quarter Damage, Minimum Damage

P ATK	P DEF	M ATK	M DEF
1	0	1	0

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SNIPE XIPHOS

A light-weight and compact bow. Suited for beginners.

BUY	SYNTHESIS	SELL
4400	-	2200

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
230	0	210	0

ATTRIBUTE

-

SKILLS

Long Step, Roll, Chivalry

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

STORM SLAYER

A lightweight, yet powerful battle bow. It can destroy the entire battlefield like a storm.

BUY	SYNTHESIS	SELL
52000	-	26000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
645	0	520	0

ATTRIBUTE

-

SKILLS

Step Cancel, Evade 3

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SNIPE XIPHOS + 1α

A light-weight and compact bow. Suited for beginners.

BUY	SYNTHESIS	SELL
-	2225	2225

SYNTHESIS MATERIALS

Snipe Xiphos x1, Basilisk Scale x2

P ATK	P DEF	M ATK	M DEF
235	0	210	0

ATTRIBUTE

-

SKILLS

Long Step, Strength T, Defend T

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

STORM SLAYER + 1α

A lightweight, yet powerful battle bow. It can destroy the entire battlefield like a storm.

BUY	SYNTHESIS	SELL
-	27500	27500

SYNTHESIS MATERIALS

Storm Slayer x1, Yurzo Fruit x3, Yurzo Crystal x3

P ATK	P DEF	M ATK	M DEF
650	0	530	0

ATTRIBUTE

-

SKILLS

Step Cancel, HP Condition 3, HP Condition 4

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SNIPE XIPHOS + 1β

A light-weight and compact bow. Suited for beginners.

BUY	SYNTHESIS	SELL
-	2225	2225

SYNTHESIS MATERIALS

Snipe Xiphos x1, Bat Wing x2

P ATK	P DEF	M ATK	M DEF
230	0	215	0

ATTRIBUTE

-

SKILLS

Long Step, Magic T, Resist T

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

STORM SLAYER + 1β

A lightweight, yet powerful battle bow. It can destroy the entire battlefield like a storm.

BUY	SYNTHESIS	SELL
-	27500	27500

SYNTHESIS MATERIALS

Storm Slayer x1, Weccean Lizard Fossil x3, Weccea Ore x3

P ATK	P DEF	M ATK	M DEF
655	0	525	0

ATTRIBUTE

-

SKILLS

Step Cancel, Reflect, Guard Reflect

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SPIKE BOW

A heavy bow with numerous spikes. Handy for close combat. A skilled hand is required to use this weapon.

BUY	SYNTHESIS	SELL
-	2300	2300

SYNTHESIS MATERIALS

Cockatrice Claw x1, Cactus Needles x1, Fungus Powder x2

P ATK	P DEF	M ATK	M DEF
242	20	225	0

ATTRIBUTE

-

SKILLS

Long Range, Heavy Energy

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

STRIKE EAGLE

A highly accurate bow that never misses its target. It cannot be duplicated by any present craftsman.

BUY	SYNTHESIS	SELL
-	17000	17000

SYNTHESIS MATERIALS

Cockatrice Beak x1, Bird Feather (Small) x2, Bird Feather (Medium) x2

P ATK	P DEF	M ATK	M DEF
600	0	480	0

ATTRIBUTE

-

SKILLS

High Tension, Hunter 2

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SPLASH BOW

A metal bow with a moist surface. It is capable of hitting a coin placed a mile away.

BUY	SYNTHESIS	SELL
-	12500	12500

SYNTHESIS MATERIALS

Elven Bow x1, Frost Stone x5, Bear Claw x5

P ATK	P DEF	M ATK	M DEF
522	0	425	0

ATTRIBUTE

Water

SKILLS

Special, Dispersion, Great Deluge

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

STRIKE EAGLE + 1α

A highly accurate bow that never misses its target. It cannot be duplicated by any present craftsman.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Strike Eagle x1, Weccean Lizard Fossil x2, Rabbit Ear x2

P ATK	P DEF	M ATK	M DEF
633	0	500	0

ATTRIBUTE

-

SKILLS

High Tension, Magic 3, Anti Element

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

STRIKE EAGLE + 1β

A highly accurate bow that never misses its target. It cannot be duplicated by any present craftsman.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Strike Eagle x1, Yurzo Fruit x2, Rabbit Fur x2

P ATK	P DEF	M ATK	M DEF
633	0	500	0

ATTRIBUTE

-

SKILLS

High Tension, Strength 3, Stat Boost

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STRIKE HORN BOW

A composite bow made with the horns of a gigantic beast. You will need more than just strength to pull the string.

BUY	SYNTHESIS	SELL
-	2750	2750

SYNTHESIS MATERIALS

Spike Bow x1, Wolf Fang x3

P ATK	P DEF	M ATK	M DEF
260	0	240	0

ATTRIBUTE

-

SKILLS

Long Range, Heavy Arrow, TP Condition

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TRANSFORM BOW

A well-designed, versatile bow. It was once used in the army in the past.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Naevimetal x5, Wolf Fang x2

P ATK	P DEF	M ATK	M DEF
367	0	355	0

ATTRIBUTE

-

SKILLS

Item Pro, Strength 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TRANSFORM BOW + 1α

A well-designed, versatile bow. It was once used in the army in the past.

BUY	SYNTHESIS	SELL
-	8000	8000

SYNTHESIS MATERIALS

Transform Bow x1, Ilyccian Ice x2, Hypionian Coral x2

P ATK	P DEF	M ATK	M DEF
445	0	410	0

ATTRIBUTE

-

SKILLS

Item Pro, Strength 2, TP Condition 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TRANSFORM BOW + 1β

A well-designed, versatile bow. It was once used in the army in the past.

BUY	SYNTHESIS	SELL
-	8000	8000

SYNTHESIS MATERIALS

Transform Bow x1, Ilyccian Ice x2, Hypionian Tree Bark x2

P ATK	P DEF	M ATK	M DEF
455	0	400	0

ATTRIBUTE

-

SKILLS

Item Pro, Strength 2, TP Condition 4

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TWO FORM CAESTUS

A transforming bow that focuses on strike attacks. The edges are aligned in a radial pattern for maximum damage.

BUY	SYNTHESIS	SELL
7600	-	3800

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
325	0	290	0

ATTRIBUTE

-

SKILLS

Step Away, Evade 2, Vitality 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TWO FORM CAESTUS + 1α

A transforming bow that focuses on strike attacks. The edges are aligned in a radial pattern for maximum damage.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Two Form Caestus x1, Tortoise Tail x1, Hypionian Tree Bark x3

P ATK	P DEF	M ATK	M DEF
360	20	345	0

ATTRIBUTE

-

SKILLS

Step Away, Defend 2, Endure

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TWO FORM CAESTUS + 1β

A transforming bow that focuses on strike attacks. The edges are aligned in a radial pattern for maximum damage.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Two Form Caestus x1, Tortoise Tail x1, Hypionian Coral x3

P ATK	P DEF	M ATK	M DEF
355	0	350	20

ATTRIBUTE

-

SKILLS

Step Away, Spirits 2, Immunity

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

VARIABLE EDGE

A bow that can change into a short sword. Very few are skilled enough to handle this weapon.

BUY	SYNTHESIS	SELL
-	1330	1330

SYNTHESIS MATERIALS

Magic Resin x1, Mane x1, Hoof x1, Large Claws x1

P ATK	P DEF	M ATK	M DEF
152	0	136	0

ATTRIBUTE

-

SKILLS

Recover, Defend, Resist

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

VARIABLE EDGE + 1α

A bow that can change into a short sword. Very few are skilled enough to handle this weapon.

BUY	SYNTHESIS	SELL
-	1400	1400

SYNTHESIS MATERIALS

Variable Edge x1, Tolbyccian Fish x3, Tortoise Shell x2

P ATK	P DEF	M ATK	M DEF
160	0	144	0

ATTRIBUTE

-

SKILLS

Recover, Taunt, Evade

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

VARIABLE EDGE + 1β

A bow that can change into a short sword. Very few are skilled enough to handle this weapon.

BUY	SYNTHESIS	SELL
-	1400	1400

SYNTHESIS MATERIALS

Variable Edge x1, Tolbyccian Water x3, Basilisk Scale x2

P ATK	P DEF	M ATK	M DEF
166	0	138	0

ATTRIBUTE

-

SKILLS

Recover, Taunt 2, Spirits

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRIMSON PHOENIX

A short dagger in the image of a beautiful bird. Used for immolation and taking one's life quietly.

BUY	SYNTHESIS	SELL
6700	-	3350

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
342	0	138	0

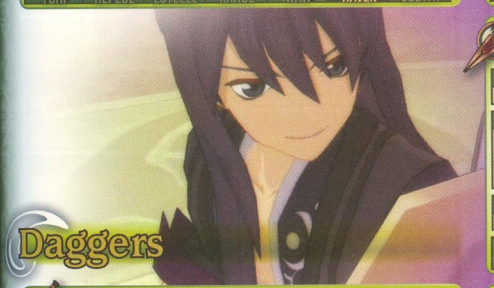
ATTRIBUTE

Fire

SKILLS

BA Force, Reflect

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH



CRIMSON PHOENIX + 1

A short dagger in the image of a beautiful bird. Used for immolation and taking one's life quietly.

BUY	SYNTHESIS	SELL
-	3700	3700

SYNTHESIS MATERIALS

Crimson Phoenix x1, Red Lens x2, Mystic Cloth x2

P ATK	P DEF	M ATK	M DEF
370	0	150	0

ATTRIBUTE

Fire

SKILLS

BA Force, FS Bonus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ASURA

A sword named after a god known as both a devil and a guardian. The sharpness of the blade is unreal.

BUY	SYNTHESIS	SELL
-	9000	9000

SYNTHESIS MATERIALS

Blastium Ore J x1, Sharp Blade x2, Rhino Horn x2

P ATK	P DEF	M ATK	M DEF
555	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Combo, Evade 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRIMSON PHOENIX + 2α

A short dagger in the image of a beautiful bird. Used for immolation and taking one's life quietly.

BUY	SYNTHESIS	SELL
-	4250	4250

SYNTHESIS MATERIALS

Crimson Phoenix +1 x1, Hypionian Tree Bark x2, Tortoise Tail x2

P ATK	P DEF	M ATK	M DEF
400	0	150	0

ATTRIBUTE

Fire

SKILLS

FS Bonus, Endure, TP Condition 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ASURA + 1

A sword named after a god known as both a devil and a guardian. The sharpness of the blade is unreal.

BUY	SYNTHESIS	SELL
-	11000	11000

SYNTHESIS MATERIALS

Asura x1, Bear Claw x2, Mystic Orb x2

P ATK	P DEF	M ATK	M DEF
570	0	0	0

ATTRIBUTE

-

SKILLS

Aerial Combo, Strength 3, Magic 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CRIMSON PHOENIX + 2β

A short dagger in the image of a beautiful bird. Used for immolation and taking one's life quietly.

BUY	SYNTHESIS	SELL
-	4250	4250

SYNTHESIS MATERIALS

Crimson Phoenix +1 x1, Hypionian Coral x2, Tortoise Shell x2

P ATK	P DEF	M ATK	M DEF
395	0	155	0

ATTRIBUTE

Fire

SKILLS

FS Bonus, Anti Element, TP Condition

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BLADE OF SINS: SUSANOH

A dagger named after a god from an ancient myth. One is tempted to repeat the same mistake again and again.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GRILLED CHICKEN

Looks good, but is actually made of metal. A lot of work went into it, but there is no reason for its shape.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
680	0	0	0

ATTRIBUTE

-

SKILLS

Lucky Call, Lucky Plus 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HOLY RAVEN

A sickle said to lead lost souls to heaven. The three prints of a legendary raven are marked on the blade as a symbol.

BUY	SYNTHESIS	SELL
1580	-	790

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
118	0	0	0

ATTRIBUTE

-

SKILLS

Dash, Recover

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HOLY RAVEN + 1

A sickle said to lead lost souls to heaven. The three prints of a legendary raven are marked on the blade as a symbol.

BUY	SYNTHESIS	SELL
-	1350	1350

SYNTHESIS MATERIALS

Holy Raven x1, Hoof x1, Devil's Sickle x2

P ATK	P DEF	M ATK	M DEF
166	0	0	0

ATTRIBUTE

-

SKILLS

Step Away, Evade 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HOLY RAVEN + 2α

A sickle said to lead lost souls to heaven. The three prints of a legendary raven are marked on the blade as a symbol.

BUY	SYNTHESIS	SELL
-	1900	1900

SYNTHESIS MATERIALS

Holy Raven +1 x1, Broken Dagger x4, Grimoire Page x2

P ATK	P DEF	M ATK	M DEF
232	0	0	0

ATTRIBUTE

-

SKILLS

Step Away, Dash, Heavy Hit

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HOLY RAVEN + 2β

A sickle said to lead lost souls to heaven. The three prints of a legendary raven are marked on the blade as a symbol.

BUY	SYNTHESIS	SELL
-	1900	1900

SYNTHESIS MATERIALS

Holy Raven +1 x1, Broken Dagger x2, Grimoire Page x4

P ATK	P DEF	M ATK	M DEF
238	0	0	0

ATTRIBUTE

-

SKILLS

Step Away, Dash, Cross Counter

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

JIRAIYA

A weapon made from a melted pillar in a temple. Can be extremely powerful if your soul is at one with the earth.

BUY	SYNTHESIS	SELL
4450	-	2225

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
278	0	115	0

ATTRIBUTE

Earth

SKILLS

Steal Plus, Magic 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

JIRAIYA + 1α

A weapon made from a melted pillar in a temple. Can be extremely powerful if your soul is at one with the earth.

BUY	SYNTHESIS	SELL
-	3150	3150

SYNTHESIS MATERIALS

Jiraiya x1, Knight Holy Water x1, Large Claws x2

P ATK	P DEF	M ATK	M DEF
335	0	125	0

ATTRIBUTE

Earth

SKILLS

Steal Plus, Rebirth, Status Guard

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

JIRAIYA + 1β

A weapon made from a melted pillar in a temple. Can be extremely powerful if your soul is at one with the earth.

BUY	SYNTHESIS	SELL
-	3150	3150

SYNTHESIS MATERIALS

Jiraiya x1, Knight Holy Water x1, Sharp Blade x2

P ATK	P DEF	M ATK	M DEF
335	0	125	0

ATTRIBUTE

Earth

SKILLS

Steal Plus, Rebirth 2, Condition Guard

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KARAKAZE

A dagger once owned by a ninja skilled with wind artes. The unique tip makes a slashing sound like the wind.

BUY	SYNTHESIS	SELL
500	-	250

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
52	0	0	0

ATTRIBUTE

-

SKILLS

Item Thrower

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KARAKAZE + 1

A dagger once owned by a ninja skilled with wind artes. The unique tip makes a slashing sound like the wind.

BUY	SYNTHESIS	SELL
-	310	310

SYNTHESIS MATERIALS

Karakaze x1, Bird Feather (Medium) x1

P ATK	P DEF	M ATK	M DEF
64	0	0	0

ATTRIBUTE

-

SKILLS

Item Thrower, Item Pro

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KOGARASHI

A dagger used for hunting during ancient times. A familiar weapon used since a puppy.

BUY	SYNTHESIS	SELL
350	-	175

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
29	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KOGARASHI + 1

A dagger used for hunting during ancient times. A familiar weapon used since a puppy.

BUY	SYNTHESIS	SELL
-	300	300

SYNTHESIS MATERIALS

Kogarashi x1, Broken Dagger x1

P ATK	P DEF	M ATK	M DEF
1	0	0	0

ATTRIBUTE

-

SKILLS

Half Damage, Quarter Damage, Minimum Damage

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KOTARO

A dagger inspired by a ninja legend. The sheath is designed to store other secret weapons.

BUY	SYNTHESIS	SELL
-	600	600

SYNTHESIS MATERIALS

Long Needle x1, Tolbyccian Water x2, Tolbyccian Fish x2

P ATK	P DEF	M ATK	M DEF
100	0	0	0

ATTRIBUTE

-

SKILLS

Critical Guard, Defend

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KOTARO + 1

A dagger inspired by a ninja legend. The sheath is designed to store other secret weapons.

BUY	SYNTHESIS	SELL
-	900	900

SYNTHESIS MATERIALS

Kotaro x1, Broken Dagger x1, Long Needle x1

P ATK	P DEF	M ATK	M DEF
128	0	0	0

ATTRIBUTE

-

SKILLS

Critical Guard, EXP Share, Rise Attack

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KOTARO + 2α

A dagger inspired by a ninja legend. The sheath is designed to store other secret weapons.

BUY	SYNTHESIS	SELL
-	1700	1700

SYNTHESIS MATERIALS

Kotaro +1 x1, Large Claws x2

YP ATK	P DEF	M ATK	M DEF
195	0	44	0

ATTRIBUTE

-

SKILLS

EXP Share, Vitality, Guard Plus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KOTARO + 2β

A dagger inspired by a ninja legend. The sheath is designed to store other secret weapons.

BUY	SYNTHESIS	SELL
-	1700	1700

SYNTHESIS MATERIALS

Kotaro +1 x1, Crab Shell x2

P ATK	P DEF	M ATK	M DEF
208	0	38	0

ATTRIBUTE

-

SKILLS

EXP Share, Resist, Magic Guard Plus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KURAMA

A small weapon resembling a thin fan. The blades are in a radial pattern making it sharp and flexible.

BUY	SYNTHESIS	SELL
-	1475	1475

SYNTHESIS MATERIALS

Demon Bone x1, Filifolia Leaf x3

P ATK	P DEF	M ATK	M DEF
180	0	0	0

ATTRIBUTE

-

SKILLS

Speed Up, Hunter's Fang

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KURAMA + 1

A small weapon resembling a thin fan. The blades are in a radial pattern making it sharp and flexible.

BUY	SYNTHESIS	SELL
-	1800	1800

SYNTHESIS MATERIALS

Kurama x1, Broken Dagger x1, Bird Feather (Small) x2,

P ATK	P DEF	M ATK	M DEF
228	0	0	0

ATTRIBUTE

-

SKILLS

Speed Up, Hunter's Fang, Full Check

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KYLIN

A dagger made in the image of a mythical creature. It is said that a Kylin horn is embedded in the grip.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Iron Tip x1, Holy Horn x1, Air Stone x3

P ATK	P DEF	M ATK	M DEF
410	0	0	0

ATTRIBUTE

-

SKILLS

Dash Cancel

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KYLIN + 1

A dagger made in the image of a mythical creature. It is said that a Kylin horn is embedded in the grip.

BUY	SYNTHESIS	SELL
-	5750	5750

SYNTHESIS MATERIALS

Kylin x1, Iron Leg x1

P ATK	P DEF	M ATK	M DEF
449	0	0	0

ATTRIBUTE

-

SKILLS

Lucky Soul, Spirits 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KYLIN + 2α

A dagger made in the image of a mythical creature. It is said that a Kylin horn is embedded in the grip.

BUY	SYNTHESIS	SELL
-	7000	7000

SYNTHESIS MATERIALS

Kylin +1 x1, Large Claws x2, Solid Thorn x2

P ATK	P DEF	M ATK	M DEF
520	0	0	0

ATTRIBUTE

-

SKILLS

OVL Bonus, OVL Taunt, TP Condition 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KYLIN +2β

A dagger made in the image of a mythical creature. It is said that a Kylin horn is embedded in the grip.

BUY	SYNTHESIS	SELL
-	7000	7000

SYNTHESIS MATERIALS

Kylin +1 x1, Devil's Sickle x2, Fake Box Fang x2

P ATK	P DEF	M ATK	M DEF
520	0	0	0

ATTRIBUTE

-

SKILLS

OVL Bonus 2, OVL Taunt 2, TP Condition 4

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MIZUCHI

A dagger made with scales taken from a gigantic fish. The laminated scales can easily cut through metal.

BUY	SYNTHESIS	SELL
-	2650	2650

SYNTHESIS MATERIALS

Frost Stone x1, Sharp Beak x2, Broken Dagger x2

P ATK	P DEF	M ATK	M DEF
318	0	144	0

ATTRIBUTE

Water

SKILLS

Dispersion, Great Deluge

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MIZUCHI +1α

A dagger made with scales taken from a gigantic fish. The laminated scales can easily cut through metal.

BUY	SYNTHESIS	SELL
-	2900	2900

SYNTHESIS MATERIALS

Mizuchi x1, Frost Stone x1, Cockatrice Claw x2

P ATK	P DEF	M ATK	M DEF
328	0	155	0

ATTRIBUTE

Water

SKILLS

Dispersion, Lucky Plus, Resist 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MIZUCHI +1β

A dagger made with scales taken from a gigantic fish. The laminated scales can easily cut through metal.

BUY	SYNTHESIS	SELL
-	2900	2900

SYNTHESIS MATERIALS

Mizuchi x1, Frost Stone x1, Roper Tentacle x2

P ATK	P DEF	M ATK	M DEF
328	0	155	0

ATTRIBUTE

Water

SKILLS

Great Deluge, Lucky Plus, Vitality 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MURAKUMO

Everything is unknown about this sword. It seems to have been repaired by several blacksmiths.

BUY	SYNTHESIS	SELL
-	-	33000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
745	0	0	0

ATTRIBUTE

-

SKILLS

Speed Up 2, FS Bonus 2, Speedy Item

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

OHKA

An elegant dagger with a cherry blossom design. It's a work of art, but the blade makes it a powerful weapon.

BUY	SYNTHESIS	SELL
-	325	325

SYNTHESIS MATERIALS

Bat Wing x1, Red Blossom x1, Ilyccia Weed x1

P ATK	P DEF	M ATK	M DEF
72	0	0	0

ATTRIBUTE

-

SKILLS

Backstep, Evade

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

OHKA +1

An elegant dagger with a cherry blossom design. It's a work of art, but the blade makes it a powerful weapon.

BUY	SYNTHESIS	SELL
-	400	400

SYNTHESIS MATERIALS

Ohka x1, Filifolia Leaf x1

P ATK	P DEF	M ATK	M DEF
80	0	0	0

ATTRIBUTE

-

SKILLS

Backstep, Evade, Recover

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

OROCHI

A dagger made in the image of an eastern hydra serpent. It is also called "Evil Eye" from the symbolic pattern on the blade.

BUY	SYNTHESIS	SELL
23500	-	11750

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
625	0	0	0

ATTRIBUTE

-

SKILLS

Super Chain 5

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

OROCHI +1

A dagger made in the image of an eastern hydra serpent. It is also called "Evil Eye" from the symbolic pattern on the blade.

BUY	SYNTHESIS	SELL
-	13000	13000

SYNTHESIS MATERIALS

Orochi x1, Spirit Fragment x2, Long Needle x2

P ATK	P DEF	M ATK	M DEF
640	0	0	0

ATTRIBUTE

-

SKILLS

Super Chain 5, Resurrect

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

OROCHI +2α

A dagger made in the image of an eastern hydra serpent. It is also called "Evil Eye" from the symbolic pattern on the blade.

BUY	SYNTHESIS	SELL
-	13500	13500

SYNTHESIS MATERIALS

Orochi +1 x1, Spirit Fragment x2, Merman Fin x2

P ATK	P DEF	M ATK	M DEF
645	0	0	0

ATTRIBUTE

-

SKILLS

Resurrect, Resist 3, Stat Boost

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

OROCHI +2β

A dagger made in the image of an eastern hydra serpent. It is also called "Evil Eye" from the symbolic pattern on the blade.

BUY	SYNTHESIS	SELL
-	13500	13500

SYNTHESIS MATERIALS

Orochi +1 x1, Ape Man Coat x2, Merman's Weapon x2

P ATK	P DEF	M ATK	M DEF
650	0	0	0

ATTRIBUTE

-

SKILLS

Resurrect, Defend 3, Immunity

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SONIC CLEAVER

The blade is so sharp it can cut through the skies and even sound. The light weight makes it difficult to handle.

BUY	SYNTHESIS	SELL
33000	-	16500

SYNTHESIS MATERIALS

Steel Arrow Head x2, Devil's Sickle x2, Fragment of Hyper-Resonance x1

P ATK	P DEF	M ATK	M DEF
688	0	0	0

ATTRIBUTE

-

SKILLS

Runners, Runners 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SONIC CLEAVER +1α

The blade is so sharp it can cut through the skies and even sound. The light weight makes it difficult to handle.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Sonic Cleaver x1, Dark Star Gem x1

P ATK	P DEF	M ATK	M DEF
700	0	0	0

ATTRIBUTE

-

SKILLS

Runners, Runners 2, Holy Breath

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SONIC CLEAVER +1β

The blade is so sharp it can cut through the skies and even sound. The light weight makes it difficult to handle.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Sonic Cleaver x1, Light Star Gem x1

P ATK	P DEF	M ATK	M DEF
700	0	0	0

ATTRIBUTE

-

SKILLS

Runners, Runners 2, Dark Breath

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STONE SLASHER

A short dagger with a solid, keen-edged blade. This weapon is capable of slashing stone in twain.

BUY	SYNTHESIS	SELL
6900	3450	3450

SYNTHESIS MATERIALS

Air Stone x1, Sharp Blade x2, Cockatrice Claw x2

P ATK	P DEF	M ATK	M DEF
358	15	0	0

ATTRIBUTE

-

SKILLS

Quick Turn, Combo Force

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STONE SLASHER +1

A short dagger with a solid, keen-edged blade. This weapon is capable of slashing stone in twain.

BUY	SYNTHESIS	SELL
-	3900	3900

SYNTHESIS MATERIALS

Stone Slasher x1, Scaly Dragon Skin x2, Cockatrice Claw x3

P ATK	P DEF	M ATK	M DEF
388	30	0	0

ATTRIBUTE

-

SKILLS

Quick Turn, Super Chain 4

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STONE SLASHER +2α

A short dagger with a solid, keen-edged blade. This weapon is capable of slashing stone in twain.

BUY	SYNTHESIS	SELL
-	4750	4750

SYNTHESIS MATERIALS

Stone Slasher +1 x1, Geo Stone x2, Holy Horn x1

P ATK	P DEF	M ATK	M DEF
422	40	0	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Crucible, HP Condition

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STONE SLASHER +2β

A short dagger with a solid and wide blade. This weapon is capable of slashing stones and even ore.

BUY	SYNTHESIS	SELL
-	4750	4750

SYNTHESIS MATERIALS

Stone Slasher +1 x1, Geo Stone x2, Holy Horn x1

P ATK	P DEF	M ATK	M DEF
417	50	0	0

ATTRIBUTE

-

SKILLS

Super Chain 4, Athenor, HP Condition 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SUSANOH

A dagger named after a god from an ancient myth. One is tempted to repeat the same mistake again and again.

BUY	SYNTHESIS	SELL
0	-	0

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
530	0	0	0

ATTRIBUTE

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
3900	-	1950

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
250	0	120	0

ATTRIBUTE

Fire, Wind

SKILLS

Lucky Limit, O. L. Boost

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI: BLAST

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
-	2200	2200

SYNTHESIS MATERIALS

Takemikazuchi x1, Paralyze Powder x2

P ATK	P DEF	M ATK	M DEF
270	0	130	0

ATTRIBUTE

Wind

SKILLS

Elemental, Encounter Bonus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI: BLAST + 1α

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
-	2400	2400

SYNTHESIS MATERIALS

Takemikazuchi: Blast x1, Paralyze Powder x3

P ATK	P DEF	M ATK	M DEF
288	0	154	0

ATTRIBUTE

Wind

SKILLS

Encounter Bonus, Alembic, Strength 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI: BLAST + 1β

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
-	2400	2400

SYNTHESIS MATERIALS

Takemikazuchi: Blast x1, Cactus Needles x3

P ATK	P DEF	M ATK	M DEF
299	0	144	0

ATTRIBUTE

Wind

SKILLS

Encounter Bonus, Gale, Defend 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI: FLARE

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
-	2750	2750

SYNTHESIS MATERIALS

Takemikazuchi x1, Flare Stone x1, Bird Feather (Medium) x2

P ATK	P DEF	M ATK	M DEF
322	0	140	0

ATTRIBUTE

Fire

SKILLS

Bark, Double Appeal

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI: FLARE + 1α

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
-	3800	3800

SYNTHESIS MATERIALS

Takemikazuchi: Flare x1, Flare Stone x1, Scaly Dragon Skin x2

P ATK	P DEF	M ATK	M DEF
380	0	150	0

ATTRIBUTE

Fire

SKILLS

BA Force, Chain, HP Recover

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAKEMIKAZUCHI: FLARE + 1β

A dagger made out of electrically charged ore. The well polished blade is like a mirror.

BUY	SYNTHESIS	SELL
-	3800	3800

SYNTHESIS MATERIALS

Takemikazuchi: Flare x1, Flare Stone x1, Scaly Dragon Skin x2

P ATK	P DEF	M ATK	M DEF
375	0	155	0

ATTRIBUTE

Fire

SKILLS

Bark, Hell Fire, TP Recover

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAMA-HAGANE

A short dagger made from high quality steel. The edges are sharp as a razor, yet extremely solid.

BUY	SYNTHESIS	SELL
1000	-	500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
92	10	0	0

ATTRIBUTE

-

SKILLS

Magic Guard

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAMA-HAGANE + 1

A short dagger made from high quality steel. The edges are sharp as a razor, yet extremely solid.

BUY	SYNTHESIS	SELL
-	600	600

SYNTHESIS MATERIALS

Tama-hagane x1, Grimoire Page x2

P ATK	P DEF	M ATK	M DEF
92	15	0	0

ATTRIBUTE

-

SKILLS

Magic Guard, Magic

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAMA-HAGANE + 2α

A short dagger made from high quality steel. The edges are sharp as a razor, yet extremely solid.

BUY	SYNTHESIS	SELL
1800	900	900

SYNTHESIS MATERIALS

Tama-hagane +1 x1, Tolbyccian Water x1, Boar Fur x2

P ATK	P DEF	M ATK	M DEF
140	18	0	0

ATTRIBUTE

-

SKILLS

Strength, Taunt, Life Healer

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

TAMA-HAGANE + 2α

A short dagger made from high quality steel. The edges are sharp as a razor, yet extremely solid.

BUY	SYNTHESIS	SELL
-	900	900

SYNTHESIS MATERIALS

Tama-hagane +1 x1, Tolbyccian Fish x1, Basilisk Scale x2

P ATK	P DEF	M ATK	M DEF
136	20	0	0

ATTRIBUTE

-

SKILLS

Spirits, Taunt 2, Spirit Healer

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

VAGABOND

A beautiful sword suited for one of solitude. Makes you feel refreshed.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Iron Leg x1, Knight Holy Water x1, Air Stone x2

P ATK	P DEF	M ATK	M DEF
438	0	200	0

ATTRIBUTE

Wind

SKILLS

Item Pro 2

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

VAGABOND +2β

A beautiful sword suited for one of solitude. Makes you feel refreshed.

BUY	SYNTHESIS	SELL
-	7000	7000

SYNTHESIS MATERIALS

Vagabond +1, Merman Fin x2, Mandrake Eye x2

P ATK	P DEF	M ATK	M DEF
525	0	0	0

ATTRIBUTE

Wind

SKILLS

Item Pro 2, Mental Up, Spirits 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

VAGABOND +1

A beautiful sword suited for one of solitude. Makes you feel refreshed.

BUY	SYNTHESIS	SELL
-	6750	6750

SYNTHESIS MATERIALS

Vagabond x1, Rabbit Ear x2, Rabbit Fur x2

P ATK	P DEF	M ATK	M DEF
510	0	0	0

ATTRIBUTE

Wind

SKILLS

Item Pro 2, Scanning

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

WARRIOR'S PRINCIPLE

What could be learned from a fierce battle? Do you have what it takes to wield this weapon?

BUY	SYNTHESIS	SELL
-	-	24000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
720	0	0	0

ATTRIBUTE

-

SKILLS

Mobile Armor

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

VAGABOND +2α

A beautiful sword suited for one of solitude. Makes you feel refreshed.

BUY	SYNTHESIS	SELL
-	7000	7000

SYNTHESIS MATERIALS

Vagabond +1, Soft Tail x2, Spirit Fragment x2

P ATK	P DEF	M ATK	M DEF
525	0	0	0

ATTRIBUTE

Wind

SKILLS

Item Pro 2, Life Up, Vitality

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

WARRIOR'S PRINCIPLE +1

What could be learned from a fierce battle? Do you have what it takes to wield this weapon?

BUY	SYNTHESIS	SELL
-	27500	27500

SYNTHESIS MATERIALS

Warrior's Principle x1, Flare Stone x2, Frost Stone x2, Air Stone x2, Geo Stone x2

P ATK	P DEF	M ATK	M DEF
730	0	0	0

ATTRIBUTE

-

SKILLS

Mobile Armor, Item Pro 3, Evade 4

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH



SUB WEAPONRY

Bags

KING SIZE BAG
The king of all bags. Considered the best of the best. The quality lives up to its name.

BUY	SYNTHESIS	SELL
50000	25000	25000

SYNTHESIS MATERIALS:
Bucket Beak x1, Hippo Breath x1, Jaggy Fur x2

P ATK	P DEF	M ATK	M DEF
120	0	0	0

ATTRIBUTES
-

SKILLS
Play Dead, Critical Recover, Item Pro

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

LARGE SIZE BAG
A bag so big that even Ba'ul can fit inside! What's strange is that every item is neatly placed inside.

BUY	SYNTHESIS	SELL
20000	10000	10000

SYNTHESIS MATERIALS:
Roper Tentacle x1, Spider Web x1, Bat Wing x4

P ATK	P DEF	M ATK	M DEF
80	40	0	0

ATTRIBUTES
-

SKILLS
Run, Coward, Member Taunt

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MEDIUM SIZE BAG
This bag will make your belongings feel very light, no matter how much you put into the bag.

BUY	SYNTHESIS	SELL
8000	4000	4000

SYNTHESIS MATERIALS:
Mystic Cloth x1, Red Lens x2, Tortoise Shell x2

P ATK	P DEF	M ATK	M DEF
60	60	0	0

ATTRIBUTES
-

SKILLS
Happiness, Happiness 2, Happiness 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

NORMAL SIZE BAG
It is unknown how much the bag can hold, but it's enough for all your blastia.

BUY	SYNTHESIS	SELL
180	-	90

SYNTHESIS MATERIALS:
-

P ATK	P DEF	M ATK	M DEF
30	30	30	30

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

Books

BURNING BLOOD
A collection of research on spontaneous human combustion. Only a few know the hidden truth.

BUY	SYNTHESIS	SELL
220	-	110

SYNTHESIS MATERIALS:
-

P ATK	P DEF	M ATK	M DEF
25	20	35	20

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HYDRONOMOS
A report on the location of the sacred Temple of Water. It is written in an incomprehensible manner.

BUY	SYNTHESIS	SELL
500	310	310

SYNTHESIS MATERIALS:
Grimoire Page x2, Tolbyccian Water x2, Filifolia Leaf x1

P ATK	P DEF	M ATK	M DEF
30	20	50	20

ATTRIBUTES
-

SKILLS
Happiness, Happiness 2, Happiness 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

LOVELY CAT DICTIONARY
All about cats! Their behaviors and how to deal with them are described through cute illustrations and pictures.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS:
Grimoire Page x4, Floccus x2, Great Leo Fang x1

P ATK	P DEF	M ATK	M DEF
30	0	30	0

ATTRIBUTES
-

SKILLS
Perfect Magic, Spirits 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SONG OF GAIA
A book of lyrics passed down through the generations. The song is said to last for 5 days while taking lives but bringing fertility.

BUY	SYNTHESIS	SELL
4900	2450	2450

SYNTHESIS MATERIALS:
Grimoire Page x4, Yurzo Crystal x3

P ATK	P DEF	M ATK	M DEF
40	0	80	0

ATTRIBUTES
-

SKILLS
Spell Charge 3, Elemental Effect

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STORM BRINGER

A book of spells said to call forth storm and disaster. Known to appear in the form of a sword or a spear throughout history.

BUY	SYNTHESIS	SELL
1150	575	575

SYNTHESIS MATERIALS:

Grimoire Page x2, Bat Wing x1, Shell x1, Merman Fin x1

P ATK	P DEF	M ATK	M DEF
50	0	50	20

ATTRIBUTES

-

SKILLS

Spell Charge, Stat Boost

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

THANATOLOGOS

A spell book containing information on the ancient gods. Discrepancies were removed as much as possible.

BUY	SYNTHESIS	SELL
7700	3850	3850

SYNTHESIS MATERIALS:

Grimoire Page x5, Bunny Ear Wing x15

P ATK	P DEF	M ATK	M DEF
0	0	120	0

ATTRIBUTES

-

SKILLS

Levitation

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH

XAOSOLOGOS

A powerful spell book that can drive one insane. Most of what is written is still unknown.

BUY	SYNTHESIS	SELL
3800	1900	1900

SYNTHESIS MATERIALS:

Grimoire Page x4, Bat Wing x2, Spider Web x2

P ATK	P DEF	M ATK	M DEF
50	0	70	0

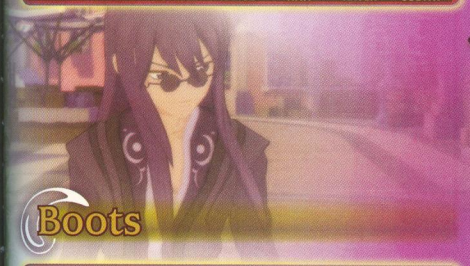
ATTRIBUTES

-

SKILLS

Spell Charge 2, Combat Force

YURI REPEDE ESTELLE KAROL **RITA** RAVEN JUDITH



BOOTS

It's better to wear these than go barefoot. They are comfortable and don't make your feet sweat.

BUY	SYNTHESIS	SELL
640	-	320

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
40	40	20	0

ATTRIBUTES

-

SKILLS

Aerial Artes, Recover, Taunt

YURI REPEDE ESTELLE KAROL RITA RAVEN **JUDITH**

CRYSTAL HEELS

Shoes crafted from specially processed crystals. The magical effect lasts all night.

BUY	SYNTHESIS	SELL
4100	2050	2050

SYNTHESIS MATERIALS:

Yurzo Crystal x5, Crystal x2

P ATK	P DEF	M ATK	M DEF
90	30	0	0

ATTRIBUTES

-

SKILLS

Happiness, Happiness 2, Happiness 3

YURI REPEDE ESTELLE KAROL RITA RAVEN **JUDITH**

DRAGON BOOTS

Boots made from a soft metal used by the Kritya tribe. It feels as light as feather.

BUY	SYNTHESIS	SELL
2400	-	1200

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
65	45	10	0

ATTRIBUTES

-

SKILLS

Aerial Guard, Aerial Magic Guard, Step Away

YURI REPEDE ESTELLE KAROL RITA RAVEN **JUDITH**

DRAGON SKIN

A pair of leather boots made from Ba'ul's shedding. Contains the essence of a dragon.

BUY	SYNTHESIS	SELL
5500	2750	2750

SYNTHESIS MATERIALS:

Scaly Dragon Skin x10, Great Raptor Beak x1, Dragon Fossil x2

P ATK	P DEF	M ATK	M DEF
120	0	0	0

ATTRIBUTES

-

SKILLS

Aerial Finish, Aerial Tension

YURI REPEDE ESTELLE KAROL RITA RAVEN **JUDITH**

SANDALS

These can be slipped on easily and are handy for a quick trip to the shop. It's better than being barefooted.

BUY	SYNTHESIS	SELL
10000	5000	5000

SYNTHESIS MATERIALS:

Roper Tentacle x3, Bird Feather (Medium) x3, Hoof x1

P ATK	P DEF	M ATK	M DEF
50	0	0	0

ATTRIBUTES

-

SKILLS

Taunt 2, OVL Taunt, OVL Taunt 2

YURI REPEDE ESTELLE KAROL RITA RAVEN **JUDITH**

Collars

BEAST KING

A collar inspired by the legendary king of the beasts. It carries a noble and majestic presence.

BUY	SYNTHESIS	SELL
7200	3600	3600

SYNTHESIS MATERIALS:

Leo Fang x1, Great Leo Fang x1, Bearskin x1, Hippo Breath x1, Rhino Horn x1

P ATK	P DEF	M ATK	M DEF
100	77	0	50

ATTRIBUTES

-

SKILLS

Treasure Fangs, Lucky Item, Inspector

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GLADIATOR

Ancient warriors wrapped this around their bodies. It was worn to boost morale more than anything.

BUY	SYNTHESIS	SELL
2900	1450	1450

SYNTHESIS MATERIALS:

Wolf Fang x1, Bat Wing x3, Bearskin x3

P ATK	P DEF	M ATK	M DEF
45	20	35	20

ATTRIBUTES

-

SKILLS

Combo Plus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CHAIN COLLAR

A collar from the previous owner. Worn only for formality purposes.

BUY	SYNTHESIS	SELL
150	-	75

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
20	30	20	30

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

METAL COLLAR

A metal plate worn around the neck. Part of an armor worn by game dogs.

BUY	SYNTHESIS	SELL
880	440	440

SYNTHESIS MATERIALS:

Desier Iron Sand x1, Shell x1, Spirit Fragment x1

P ATK	P DEF	M ATK	M DEF
30	40	10	40

ATTRIBUTES

-

SKILLS

Guard Artes, Guard Reflect, Roll

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ETERNAL RING

A giant ring made from a very powerful metal. It probably wasn't meant to be worn by a dog.

BUY	SYNTHESIS	SELL
3300	1650	1650

SYNTHESIS MATERIALS:

Desier Gold Dust x4, Naevimetal x2, Blastium Ore x2

P ATK	P DEF	M ATK	M DEF
65	0	35	0

ATTRIBUTES

SKILLS

Void Attack, Void Magic

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SPIKE COLLAR

A collar worn by tough dogs. Effective for scaring people off.

BUY	SYNTHESIS	SELL
590	295	295

SYNTHESIS MATERIALS:

Solid Thorn x2, Strong Vine x1

P ATK	P DEF	M ATK	M DEF
25	25	25	25

ATTRIBUTES

-

SKILLS

Happiness, Happiness 2, Happiness 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH



Gloves

BLACK LEATHER

A glove made of tanned ox skin. Ensures high protection and capable of inflicting strong attacks.

BUY	SYNTHESIS	SELL
200	-	100

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
25	25	25	25

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KNUCKLE DUSTER

A belt with rivets attached that is wound around the hands. It is capable of protecting ones' fist and inflicting high damage.

BUY	SYNTHESIS	SELL
680	340	340

SYNTHESIS MATERIALS:

Strong Vine x2, Solid Thorn x1

P ATK	P DEF	M ATK	M DEF
40	15	50	15

ATTRIBUTES

-

SKILLS

Landing Step, Combo Voltage, Heavy Hit

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

DEFENDER

A customized heavy gauntlet. Although it doesn't cover the fingers, it still protects the hands.

BUY	SYNTHESIS	SELL
2200	1100	1100

SYNTHESIS MATERIALS:

Silver Ore x2, Knight Water x4

P ATK	P DEF	M ATK	M DEF
50	35	0	35

ATTRIBUTES

-

SKILLS

Defend Artes, Status Guard, Condition Guard

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GARM FANG

A deadly gauntlet that resembles a mad dog. It can provide high attack powers if handled well.

BUY	SYNTHESIS	SELL
6900	3450	3450

SYNTHESIS MATERIALS:

Bear Claw x1, Leo Fang x1, Merman Fang x1, Wolf Fang x1, Great Wolf Fang x1

P ATK	P DEF	M ATK	M DEF
120	0	0	0

ATTRIBUTES

-

SKILLS

Strength 4, Defend 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TYRANT FIST

A glove made of special material with high attack powers. Its powers can drive the enemy to the ground.

BUY	SYNTHESIS	SELL
4400	2200	2200

SYNTHESIS MATERIALS:

Scaly Dragon Skin x1, Ape Man Coat x2, Bat Wing x2, Boar Fur x2

P ATK	P DEF	M ATK	M DEF
70	10	30	10

ATTRIBUTES

-

SKILLS

High Tension, Hyper Tension, Ultimate Tension

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Shields

AEGIS

A sturdy shield that protects you from everything from attacks to bad luck.

BUY	SYNTHESIS	SELL
6800	3400	3400

SYNTHESIS MATERIALS:

Rare Metal x1, Might Orb x1, Great Crab Shell x1

P ATK	P DEF	M ATK	M DEF
40	80	0	0

ATTRIBUTES

-

SKILLS

Survive, Void Attack, Void Magic

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ARREDOVAL

A peculiar piece that existed in a unique era. It is made with a technology unknown to this world.

BUY	SYNTHESIS	SELL
10000	-	5000

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
90	100	40	80

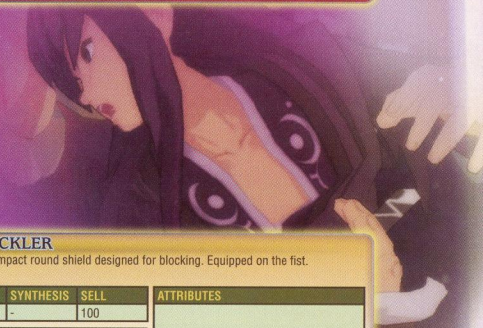
ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



BUCKLER

A compact round shield designed for blocking. Equipped on the fist.

BUY	SYNTHESIS	SELL
200	-	100

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
20	25	25	30

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HYPERION

A shield named after a sun god with a thousand names. The name changes depending on the region and era.

BUY	SYNTHESIS	SELL
4300	2150	2150

SYNTHESIS MATERIALS:

Golden Horn x2, Golden Mane x2, Desier Gold Dust x2, Rare Metal x1

P ATK	P DEF	M ATK	M DEF
50	50	0	20

ATTRIBUTES

-

SKILLS

TP Condition, TP Condition 2

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON PLATE

A shield made with a special material that can withstand heat and strong impact. Made from parts of an ancient ship.

BUY	SYNTHESIS	SELL
4000	2000	2000

SYNTHESIS MATERIALS:

Naevimetal x1, Iron Grip x2, Iron Tip x2, Iron Leg x2

P ATK	P DEF	M ATK	M DEF
50	70	0	0

ATTRIBUTES

-

SKILLS

Defend 3, Resist 3

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KATZ GUARD

A shield made with a playful touch. It has more defense ability than it looks.

BUY	SYNTHESIS	SELL
2500	1250	1250

SYNTHESIS MATERIALS:

Blastium Ore x1, Stinky Bag x1, Cheagle Fur x1

P ATK	P DEF	M ATK	M DEF
15	15	15	15

ATTRIBUTES

-

SKILLS

Pow Hammer Revenge, Lucky Soul

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KITE SHIELD

A shield with a shape of a kite. It is designed to protect one's legs while on horseback.

BUY	SYNTHESIS	SELL
720	360	360

SYNTHESIS MATERIALS:

Tortoise Shell x1, Tolbyccian Fish x3, Tolbyccian Water x3

P ATK	P DEF	M ATK	M DEF
30	45	0	45

ATTRIBUTES

-

SKILLS

Defend 2, Resist 2, Magic Guard Plus

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

KNIGHT SHIELD

A shield officially used by the Knights. Highly decorative for a piece of equipment.

BUY	SYNTHESIS	SELL
1000	500	500

SYNTHESIS MATERIALS:

Crab Shell x1, Desier Iron Sand x2

P ATK	P DEF	M ATK	M DEF
40	50	0	30

ATTRIBUTES

-

SKILLS

Happiness, Happiness 2, Happiness 3

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ORDER SHIELD

A knight's proof that one has been given an official mission. Capable of pushing back a million enemies.

BUY	SYNTHESIS	SELL
7500	3750	3750

SYNTHESIS MATERIALS:

Rare Metal x1, Knight Water x1, Knight Holy Water x1, Knight Shield x1

P ATK	P DEF	M ATK	M DEF
60	60	0	75

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

QUEEN OF HEARTS

A pretty shield created by a notable designer. Carefully dyed leather covers the surface.

BUY	SYNTHESIS	SELL
1200	600	600

SYNTHESIS MATERIALS:

Desier Gold Dust x1, Mandrake Exe x3, Aer Agaric x3

P ATK	P DEF	M ATK	M DEF
0	120	0	0

ATTRIBUTES

-

SKILLS

Heal Supply, Guard Supply, Guard Reflect

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

ROUND SHIELD

A metal coated shield capable of stopping strong and large swing attacks.

BUY	SYNTHESIS	SELL
500	250	250

SYNTHESIS MATERIALS:

Shell x1, Tolbyccian Fish x2, Tolbyccian Water x2

P ATK	P DEF	M ATK	M DEF
20	30	25	35

ATTRIBUTES

-

SKILLS

Guard Impact, Guard Plus 2, EXP Share

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SANCTUARY

Like how no one can trespass in a sanctuary, no one can harm the owner of this shield.

BUY	SYNTHESIS	SELL
7200	-	3600

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
0	60	0	60

ATTRIBUTES

--

SKILLS

Angel's Tear

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SHIELD OF VALOR

A shield which protects you from all sorts of attacks. Light-weight and doesn't get in your way.

BUY	SYNTHESIS	SELL
200	-	100

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
50	50	0	20

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SPIKE SHIELD

A unique shield with blades around the edge. Can be used to attack.

BUY	SYNTHESIS	SELL
2000	1000	1000

SYNTHESIS MATERIALS:

Knight Holy Water x1, Tortoise Shell x2, Solid Thorn x4

P ATK	P DEF	M ATK	M DEF
80	10	20	10

ATTRIBUTES

-

SKILLS

Strength 2, Magic 2, Reflect

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STAR LIGHT

A popular girl's toy. Cast a secret spell to transform yourself!

BUY	SYNTHESIS	SELL
200	-	100

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
50	20	0	50

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

Short Swords

BATTLE KNIFE

A small knife made the traditional way. It cuts better than a bread knife!

BUY	SYNTHESIS	SELL
600	-	300

SYNTHESIS MATERIALS:

-

P ATK	P DEF	M ATK	M DEF
45	15	40	15

ATTRIBUTES

-

SKILLS

Change Style, Backstep, Guard Plus

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

MISERICORDE

A short sword for holding back enemy soldiers. Also known as "The Sword of Mercy."

BUY	SYNTHESIS	SELL
15000	7500	7500

SYNTHESIS MATERIALS:

Silver Ore x1, Broken Dagger x2, Air Stone x2

P ATK	P DEF	M ATK	M DEF
60	10	40	10

ATTRIBUTES

-

SKILLS

Change Style 2, In Step, O.L. Boost

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

JITTE

A small knife adapted from a catching device. It has a high defense ability.

BUY	SYNTHESIS	SELL
3650	1825	1825

SYNTHESIS MATERIALS:

Rhino Horn x1, Red Lens x4, Broken Dagger x4

P ATK	P DEF	M ATK	M DEF
70	10	30	10

ATTRIBUTES

-

SKILLS

Status Guard, Condition Guard, Technical Half

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

SWORD BREAKER

A short sword that can destroy your enemy's weapon. The sharp edge can cut through steel.

BUY	SYNTHESIS	SELL
5800	2900	2900

SYNTHESIS MATERIALS:

Broken Dagger x1, Steel Arrow Head x2, Grim Claw x1, Armadillo Spike x1, Fragment of Hyper-Resonance x1

P ATK	P DEF	M ATK	M DEF
80	0	40	0

ATTRIBUTES

-

SKILLS

Appeal Target, OVL Taunt, OVL Taunt 2

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

MAIN GAUCHE

A short dagger capable of defending and attacking. A duel between swordsmen can be intense.

BUY	SYNTHESIS	SELL
900	450	450

SYNTHESIS MATERIALS:

Wolf Fang x2, Spider Web x2, Desier Gold Dust x1

P ATK	P DEF	M ATK	M DEF
50	15	40	15

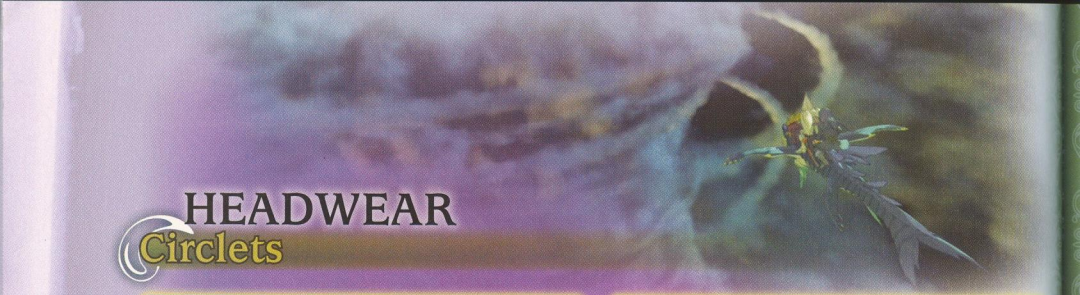
ATTRIBUTES

-

SKILLS

Happiness, Happiness 2, Happiness 3

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH



HEADWEAR

Circlets

BRONZE CIRCLET

A circlet made of bronze. It's cheap, but helps to increase concentration.

BUY	SYNTHESIS	SELL
480	240	240

SYNTHESIS MATERIALS

Blastium Ore x1, Shell x1, Filifolia Leaf x2

P ATK	P DEF	M ATK	M DEF
0	16	0	6

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CAT HAIR BAND

A cute headband with a motif of a cat. Meow!

BUY	SYNTHESIS	SELL
-	200	200

SYNTHESIS MATERIALS

Mane x2, Tolbyccian Water x2, Soft Tail x2

P ATK	P DEF	M ATK	M DEF
0	18	0	8

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELEMENTAL GOGGLES

A pair of goggles protected by elemental magic. It was designed to improve visibility.

BUY	SYNTHESIS	SELL
-	-	5000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	106	0	56

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GOLD CIRCLET

A circlet made of gold. It helps to improve concentration.

BUY	SYNTHESIS	SELL
3600	1800	1800

SYNTHESIS MATERIALS

Ilyccian Ice x2, Desier Gold Dust x5, Tortoise Tail x2, Red Blossom x2

P ATK	P DEF	M ATK	M DEF
0	79	0	44

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HAIR BAND

An ordinary hair band. Usually used as a fashion accessory.

BUY	SYNTHESIS	SELL
130	-	65

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	5	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HEADDRESS

Designed to compliment any outfit. It can be worn just the way it is.

BUY	SYNTHESIS	SELL
1180	590	590

SYNTHESIS MATERIALS

Shell x2, Spirit Fragment x2, Mystic Cloth x2

P ATK	P DEF	M ATK	M DEF
0	38	0	18

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HOLY CIRCLET

Infused with magic, it is more powerful than it actually looks.

BUY	SYNTHESIS	SELL
650	325	325

SYNTHESIS MATERIALS

Basilisk Scale x1, Tolbyccian Water x2, Tortoise Shell x2, Fake Box Fang x1

P ATK	P DEF	M ATK	M DEF
0	26	0	14

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON CIRCLET

A circlet made of iron. It helps to increase the power of a spell.

BUY	SYNTHESIS	SELL
220	110	110

SYNTHESIS MATERIALS

Iron Tip x1, Bird Feather (Small) x1, Ilyccia Weed x2

P ATK	P DEF	M ATK	M DEF
0	10	0	6

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KRITYA CIRCLET

A traditional Krityan headdress. It cannot be reproduced by mankind.

BUY	SYNTHESIS	SELL
-	2500	2500

SYNTHESIS MATERIALS

Demon Bone x2, Crystal x2, Steel Arrow Head x1, Hunting Potion x1, Great Raptor Beak x1

P ATK	P DEF	M ATK	M DEF
0	86	0	52

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER CIRCLET

A circlet made of pure silver. It enhances magic effects.

BUY	SYNTHESIS	SELL
1550	775	775

SYNTHESIS MATERIALS

Silver Ore x2, Desier Iron Sand x2, Mandrake Eye x2, Paralyze Powder x1

P ATK	P DEF	M ATK	M DEF
0	48	0	32

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MAGICAL TIARA

A magic crown. Said to enhance the wearer's abilities.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Blastium Ore J x1, Grimoire Page x2, Mystic Orb x2, Gentleman's Tie x1, Crystal x1

P ATK	P DEF	M ATK	M DEF
0	118	0	70

ATTRIBUTES

Fire, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TERRA CREST

A headdress popular amongst spell-casters. It is imbued with the powers of the earth.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Bunny Ear Wing x 1, Holy Horn x2, Naevimetal x4, Spirit Fragment x3, Blue Star Gem x1

P ATK	P DEF	M ATK	M DEF
0	112	0	47

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MIRAGE CREST

The illusionary effects enhance evade success rates.

BUY	SYNTHESIS	SELL
4200	2100	2100

SYNTHESIS MATERIALS

Yurzo Crystal x2, Hypionian Tree Bark x2, Mystic Orb x2, Green Star Gem x1

P ATK	P DEF	M ATK	M DEF
0	80	0	40

ATTRIBUTES

Light

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

Headwear

MYTHRIL CIRCLET

A circlet made of mythril. It is sure to enhance the effect of any spell.

BUY	SYNTHESIS	SELL
2400	1200	1200

SYNTHESIS MATERIALS

Hypionian Coral x2, Cockatrice Claw x2, Strong Vine x1, Rabbit Ear x1

P ATK	P DEF	M ATK	M DEF
0	70	0	26

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

COWBOY HAT

Put this here hat on, and you'll be whistlin' "Home on the Range" in no time.

BUY	SYNTHESIS	SELL
3900	1950	1950

SYNTHESIS MATERIALS

Rabbit Fur x2, Mystic Cloth x3, Bat Wing x2, Jet-black Ink x2, Bucket Beak x2

P ATK	P DEF	M ATK	M DEF
0	92	0	40

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PLATINUM CIRCLET

A circlet made of platinum. It has more defensive properties than mythril.

BUY	SYNTHESIS	SELL
6200	3100	3100

SYNTHESIS MATERIALS

Weccea Ore x2, Merman Fin x3, Crystal x4, Cockatrice Beak x2, Light Star Gem x1

P ATK	P DEF	M ATK	M DEF
0	96	0	51

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GREEN BERET

A green beret adorned with feathers. Kinda makes you feel a little more nimble.

BUY	SYNTHESIS	SELL
3300	1650	1650

SYNTHESIS MATERIALS

Beast Skin x2, Ilyccian Ice x2, Sacred Tree x3, Filifolia Fruit x2

P ATK	P DEF	M ATK	M DEF
0	80	0	36

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HUNTING BERET

A plaid hat worn on hunting excursions. It rarely slips off and is ideal for running.

BUY	SYNTHESIS	SELL
1900	950	950

SYNTHESIS MATERIALS

Rabbit Fur x1, Bird Feather Medium x2, Hypionian Tree Bark x2, Floccus x2

P ATK	P DEF	M ATK	M DEF
0	68	0	32

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SHAPKA

A fluffy hat. A must-have for cold weather.

BUY	SYNTHESIS	SELL
180	90	90

SYNTHESIS MATERIALS

Mane x1, Bird Feather (Medium) x1, Insect Wing x2

P ATK	P DEF	M ATK	M DEF
0	11	0	3

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KNIT CAP

An ordinary knit cap. Don't expect too many defensive properties from it.

BUY	SYNTHESIS	SELL
100	-	50

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	4	0	2

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER HAT

A hat embroidered with silver. It is more durable than it looks.

BUY	SYNTHESIS	SELL
1350	675	675

SYNTHESIS MATERIALS

Silver Ore x2, Bearskin x2, Desier Iron Sand x2, Spider Web x1

P ATK	P DEF	M ATK	M DEF
0	46	0	24

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

NINJA DOG MASK

A mask for ninja dogs. Hmm… Thought those were fictional…

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Great Wolf Fang x1, Beast Skin x1, Golden Mane x1, Sacred Tree x1, Dark Star Gem x1

P ATK	P DEF	M ATK	M DEF
0	124	0	62

ATTRIBUTES

Earth, Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STRAW HAT

A round hat. Be careful not to lose it on windy days.

BUY	SYNTHESIS	SELL
600	300	300

SYNTHESIS MATERIALS

Tortoise Shell x1, Waterproof Cloth x1, Tolbyccian Fish x2

P ATK	P DEF	M ATK	M DEF
0	25	0	8

ATTRIBUTES

Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PIRATE HAT

A hat popular with pirates. Ahoy me matie!

BUY	SYNTHESIS	SELL
-	550	550

SYNTHESIS MATERIALS

Spirit Fragment x1, Merman Fang x2, Merman Fin x2, Tough Leather x1

P ATK	P DEF	M ATK	M DEF
0	40	0	29

ATTRIBUTES

Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



POINTED HAT

A finely crafted hat. They don't make 'em like this anymore!

BUY	SYNTHESIS	SELL
880	440	440

SYNTHESIS MATERIALS

Ape Man Coat x2, Bird Feather (Small) x2, Filifolia Leaf x3

P ATK	P DEF	M ATK	M DEF
0	32	0	22

ATTRIBUTES

Earth

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ARMET HELM

An iron helmet covering the entire head. Often used as display.

BUY	SYNTHESIS	SELL
530	265	265

SYNTHESIS MATERIALS

Basilisk Scale x1, Shell x1, Blastium Ore x2

P ATK	P DEF	M ATK	M DEF
0	20	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BRAVE HELM

This helmet has the power to turn courage into strength.

BUY	SYNTHESIS	SELL
-	-	5000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	126	0	22

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA RAVEN JUDITH

HYPER HELM

The ultimate head gear. Many left the battle unharmed with this.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Long Horn x1, Blastium Ore J x1, Holy Horn x2, Leo Fang x2, Cockatrice Beak x2

P ATK	P DEF	M ATK	M DEF
0	140	0	30

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DRAGON HELM

A helmet blessed by the spirit of a dragon. Its strength is worthy of its name.

BUY	SYNTHESIS	SELL
6800	3400	3400

SYNTHESIS MATERIALS

Dragon Fossil x1, Blastium Ore x4, Crystal x4

P ATK	P DEF	M ATK	M DEF
0	114	0	21

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA **RAVEN** JUDITH

IRON SALLET

An iron helmet. It only covers the upper half of the face.

BUY	SYNTHESIS	SELL
-	120	120

SYNTHESIS MATERIALS

Iron Grip x1, Mane x1, Soft Tail x2

P ATK	P DEF	M ATK	M DEF
0	12	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA **RAVEN** JUDITH

DUEL HELM

A head gear given to a legendary hero. Popularly used in tournaments and arenas.

BUY	SYNTHESIS	SELL
2000	1000	1000

SYNTHESIS MATERIALS

Knight Holy Water x2, Cactus Needles x2, Cockatrice Claw x2

P ATK	P DEF	M ATK	M DEF
0	68	0	20

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KNIGHT HELM

Helmet used by the Knights.

BUY	SYNTHESIS	SELL
1450	725	725

SYNTHESIS MATERIALS

Knight Water x4, Merman Fin x2, Tough Leather x1

P ATK	P DEF	M ATK	M DEF
0	44	0	12

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA **RAVEN** JUDITH

GLORIOUS HELM

Head gear that makes your other equipments proud. It makes you think it has great protective powers.

BUY	SYNTHESIS	SELL
-	-	5000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	130	0	26

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA **RAVEN** JUDITH

LEATHER HELM

Protective head gear made of leather.

BUY	SYNTHESIS	SELL
150	-	75

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	6	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA **RAVEN** JUDITH

GOLDEN HELM

A helmet made of gold. Heroes were said to wear this. Pretty heavy.

BUY	SYNTHESIS	SELL
4200	2100	2100

SYNTHESIS MATERIALS

Mystic Orb x1, Desier Gold Dust x8, Merman Fang x3

P ATK	P DEF	M ATK	M DEF
0	102	0	24

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA **RAVEN** JUDITH

MYTHRIL HELM

A mythril helmet. Light-weight and sturdy. The ideal head gear.

BUY	SYNTHESIS	SELL
2700	1350	1350

SYNTHESIS MATERIALS

Hypionian Coral x2, Desier Iron Sand x2, Acorn Helmet x2, Peepit Egg x1

P ATK	P DEF	M ATK	M DEF
0	80	0	16

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE **KAROL** RITA **RAVEN** JUDITH

NIGHTMARE HELM

Worn by warriors in a never-ending war. Said to bring bad luck!

BUY	SYNTHESIS	SELL
-	1690	1690

SYNTHESIS MATERIALS

Naevimetal x1, Knight Holy Water x1, Hypionian Tree Bark x2, Iron Leg x2

P ATK	P DEF	M ATK	M DEF
0	92	0	22

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RARE HELM

A masterpiece made by a legendary craftsman. It's defense properties are as rare as its existence.

BUY	SYNTHESIS	SELL
5500	2750	2750

SYNTHESIS MATERIALS

Might Orb x1, Flare Stone x2, Frost Stone x2, Red Lens x3, Weccea Ore x2

P ATK	P DEF	M ATK	M DEF
0	108	0	24

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SAFETY HELM

A helmet with a message that says, "Safety First." A journey is exactly that. A valuable wisdom.

BUY	SYNTHESIS	SELL
-	350	350

SYNTHESIS MATERIALS

Tortoise Shell x2, Crab Shell x2, Toad Oil x1

P ATK	P DEF	M ATK	M DEF
0	32	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER HELM

A silver helmet. The fine craftsmanship makes this ideal for ceremonies.

BUY	SYNTHESIS	SELL
1700	850	850

SYNTHESIS MATERIALS

Silver Ore x2, Desier Gold Dust x2, Large Claws x2

P ATK	P DEF	M ATK	M DEF
0	56	0	20

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

Ribbons

ANCIENT RIBBON

A ribbon made of a rare, ancient material.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Bull Wing x1, Wing Fan x1, Giant Aphid x1

P ATK	P DEF	M ATK	M DEF
0	0	0	100

ATTRIBUTES

Light, Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLUE RIBBON

A beautiful ribbon of fresh blue. Designed to keep one's hair in place during combat.

BUY	SYNTHESIS	SELL
1300	650	650

SYNTHESIS MATERIALS

Spirit Fragment x1, Tolbyccian Water x2, Shell x2, Tolbyccian Fish x1

P ATK	P DEF	M ATK	M DEF
0	0	0	45

ATTRIBUTES

Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELEMENTAL RIBBON

A ribbon protected by the elements. Strengthens magic defense.

BUY	SYNTHESIS	SELL
3950	1975	1975

SYNTHESIS MATERIALS

Ilyccian Ice x1, Flare Stone x3, Frost Stone x3

P ATK	P DEF	M ATK	M DEF
0	0	0	78

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FANCY RIBBON

A ribbon for the wealthy. The quality is what you pay for.

BUY	SYNTHESIS	SELL
-	835	835

SYNTHESIS MATERIALS

Mandrake Eye x2, Cactus Needles x2, Spider Web x2, Desier Gold Dust x1

P ATK	P DEF	M ATK	M DEF
0	0	0	58

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MAGICAL RIBBON
A ribbon with strong magical powers.

BUY	SYNTHESIS	SELL
6500	3250	3250

SYNTHESIS MATERIALS
Rose x2, Grimoire Page x2, Mystic Orb x2, Orange Star Gem x1

P ATK	P DEF	M ATK	M DEF
0	0	0	88

ATTRIBUTES
-

SKILLS
-

YURI REPEDE **ESTELLE** KAROL RITA RAVEN JUDITH

PRETTY RIBBON
A very cute ribbon. Sugar and spice and everything nice.

BUY	SYNTHESIS	SELL
-	340	340

SYNTHESIS MATERIALS
Roper Tentacle x1, Ape Man Coat x2, Mane x2

P ATK	P DEF	M ATK	M DEF
0	0	0	20

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PURPLE RIBBON
A purple ribbon infused with defense properties.

BUY	SYNTHESIS	SELL
-	425	425

SYNTHESIS MATERIALS
Waterproof Cloth x1, Toad Oil x2, Tolbyccian Water x2, Soft Tail x1

P ATK	P DEF	M ATK	M DEF
0	0	0	26

ATTRIBUTES
Darkness

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RIBBON
A cute ribbon of crisp red. It really makes a fashion statement.

BUY	SYNTHESIS	SELL
260	130	130

SYNTHESIS MATERIALS
Red Blossom x1, Ilyccia Weed x1, Filifolia Leaf x2

P ATK	P DEF	M ATK	M DEF
0	0	0	12

ATTRIBUTES
Fire

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STRIPED RIBBON
A ribbon with stripes. It looks cute, but is infused with powerful magical abilities.

BUY	SYNTHESIS	SELL
1800	900	900

SYNTHESIS MATERIALS
Knight Holy Water x2, Bat Wing x2, Grimoire Page x2, Bird Feather (Medium) x1

P ATK	P DEF	M ATK	M DEF
0	0	0	66

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TARTAN RIBBON
A ribbon with a checkered tartan pattern. Stylish, yet useful on the battlefield.

BUY	SYNTHESIS	SELL
1000	500	500

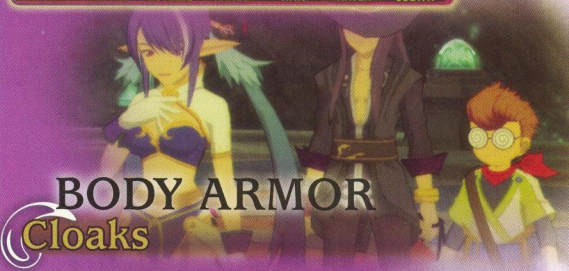
SYNTHESIS MATERIALS
Mystic Cloth x2, Strong Vine x2, Bird Feather (Small) x2, Blastium Ore x1

P ATK	P DEF	M ATK	M DEF
0	0	0	36

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



BODY ARMOR
Cloaks

AMBER CLOAK
A researcher's garment. It is obviously not meant for combat.

BUY	SYNTHESIS	SELL
-	410	410

SYNTHESIS MATERIALS
Toad Oil x1, Blastium Ore x1, Ilyccia Weed x2

P ATK	P DEF	M ATK	M DEF
0	36	0	50

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CLOAK
A simple garment made of cloth. It is more sturdy than regular clothing.

BUY	SYNTHESIS	SELL
720	-	360

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	24	0	44

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

COCKTAIL DRESS
A colorful garment. Not suitable for combat, but not bad as a piece of regular clothing.

BUY	SYNTHESIS	SELL
-	675	675

SYNTHESIS MATERIALS
Waterproof Cloth x1, Basilisk Scale x2, Tolbyccian Fish x2

P ATK	P DEF	M ATK	M DEF
0	68	0	74

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELDER CLOAK

Only the qualified can wear this cloak. A garment for the experienced and the wise.

BUY	SYNTHESIS	SELL
9300	4650	4650

SYNTHESIS MATERIALS

Yurzo Fruit x2, Ape Man Coat x2, Rose x2

P ATK	P DEF	M ATK	M DEF
0	160	0	168

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HOLY CLOAK

A blessed cloak with a small amount of protective magic.

BUY	SYNTHESIS	SELL
-	1300	1300

SYNTHESIS MATERIALS

Hoof x1, Tolbyccian Water x2, Tolbyccian Fish x2, Insect Wing x2

P ATK	P DEF	M ATK	M DEF
0	91	0	109

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELEMENTAL CLOAK

A garment blessed by the elements. It helps to prevent one from elemental effects.

BUY	SYNTHESIS	SELL
-	5900	5900

SYNTHESIS MATERIALS

Ilyccian Ice x2, Bunny Ear Wing x1, Gentleman's Tie x2, Demon Bone x1, Flare Stone x1

P ATK	P DEF	M ATK	M DEF
0	172	0	194

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MAGIC TUNIC

A tunic woven with a magic fabric. Designed specifically for combat.

BUY	SYNTHESIS	SELL
2000	1000	1000

SYNTHESIS MATERIALS

Mystic Orb x1, Soft Tail x2, Tolbyccian Water x2

P ATK	P DEF	M ATK	M DEF
0	72	0	88

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

EMPRESS DRESS

A highly sophisticated garment. The elegance and protective properties are fit for royalty.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS

Scaly Dragon Skin x2, Dragon Powder x1, Pitch-black Ink x1, Rubber Skin x1, Golden Mane x1

P ATK	P DEF	M ATK	M DEF
0	195	0	218

ATTRIBUTES

Light, Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MERMAID CLOAK

A cloak as beautiful as a make-believe creature. Not only does it look nice, it adds to one's defense as well.

BUY	SYNTHESIS	SELL
-	3800	3800

SYNTHESIS MATERIALS

Knight Water x1, Tolbyccian Fish x2, Merman Fin x2, Hypionian Coral x2

P ATK	P DEF	M ATK	M DEF
0	142	0	158

ATTRIBUTES

Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FEATHER CLOAK

This garment is as light as a feather. Not only is it light, it is durable too.

BUY	SYNTHESIS	SELL
-	600	600

SYNTHESIS MATERIALS

Tough Leather x1, Bird Feather (Small) x2, Bird Feather (Medium) x2

P ATK	P DEF	M ATK	M DEF
0	56	0	60

ATTRIBUTES

Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MIDI BLOUSE

A blouse made from a magic cloth. Can cause a spell to dissipate.

BUY	SYNTHESIS	SELL
-	1650	1650

SYNTHESIS MATERIALS

Rubber Skin x1, Soft Tail x2, Acorn Helmet x2, Mane x1

P ATK	P DEF	M ATK	M DEF
0	102	0	117

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GOTHIC DRESS

A traditionally made dress. The subtleness of the design is what makes it special.

BUY	SYNTHESIS	SELL
-	3150	3150

SYNTHESIS MATERIALS

Mane x1, Hoof x2, Bird Feather (Medium) x2, Paralyse Powder x1

P ATK	P DEF	M ATK	M DEF
0	124	0	138

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MIRAGE CLOAK

The illusionary effect of this garment protects one from attacks.

BUY	SYNTHESIS	SELL
9000	4500	4500

SYNTHESIS MATERIALS

Red Lens x2, Beast Skin x2, Fungus Powder x2, Red Blossom x1

P ATK	P DEF	M ATK	M DEF
0	152	0	176

ATTRIBUTES

Light

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MOON CLOAK

A garment made with a fabric soaked in moonlight. One who wears this is protected by magic.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Yurzo Crystal x2, Tough Leather x2, Rabbit Fur x2, Rabbit Ear x2

P ATK	P DEF	M ATK	M DEF
0	164	0	186

ATTRIBUTES

Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER CLOAK

Parts of this garment are made with silver. The silver serves as magic defense.

BUY	SYNTHESIS	SELL
4400	2200	2200

SYNTHESIS MATERIALS

Silver Ore x2, Bat Wing x2, Spider Web x2,Steel Arrow Head x1

P ATK	P DEF	M ATK	M DEF
0	115	0	130

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYTHRIL CLOAK

A cloak made from a magic metallic thread. The texture is as soft as a regular piece of clothing.

BUY	SYNTHESIS	SELL
7000	3500	3500

SYNTHESIS MATERIALS

Hypionian Tree Bark x1, Aer Agaric x2, Strong Vine x2, Floccus x1

P ATK	P DEF	M ATK	M DEF
0	130	0	150

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WITCH DRESS

One who wears it is often mistaken for a witch. It was designed to not interfere with magic.

BUY	SYNTHESIS	SELL
2200	1100	1100

SYNTHESIS MATERIALS

Mystic Cloth x1, Filifolia Leaf x2, Strong Vine x2, Boar Fur x1

P ATK	P DEF	M ATK	M DEF
0	80	0	80

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PLATINUM CLOAK

A high-quality cloak with defensive properties. It is made from a fabric mixed with platinum.

BUY	SYNTHESIS	SELL
-	4200	4200

SYNTHESIS MATERIALS

Rabbit Fur x1, Naevimetal x1, Toad Oil x2, Shell x2

P ATK	P DEF	M ATK	M DEF
0	148	0	170

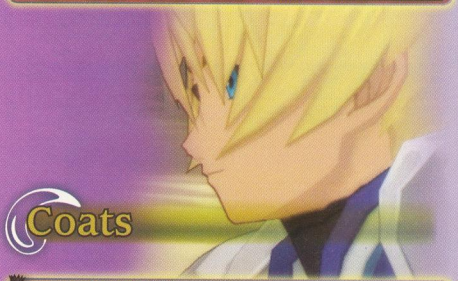
ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



RUNE CLOAK

A mythril cloak with magic defense properties.

BUY	SYNTHESIS	SELL
13200	6600	6600

SYNTHESIS MATERIALS

Blastium Ore x2, Giant Aphid x1, Mystic Orb x2, Bucket Beak x1, Hunting Potion x2

P ATK	P DEF	M ATK	M DEF
0	184	0	208

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLOODY COAT

A garment dyed a deep blood red. The color is actually due to a special material in the fabric.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Red Lens x1, Ilyccian Ice x2, Red Blossom x1, Merman Fang x2

P ATK	P DEF	M ATK	M DEF
0	230	0	84

ATTRIBUTES

Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILK CLOAK

A silk garment. It brings out a sense of elegance in the owner.

BUY	SYNTHESIS	SELL
900	450	450

SYNTHESIS MATERIALS

Ape Man Coat x1, Boar Fur x1, Roper Tentacle x2

P ATK	P DEF	M ATK	M DEF
0	44	0	54

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DRAGON COAT

A garment infused with the spirit of the dragon god. It is a beautiful piece of work.

BUY	SYNTHESIS	SELL
-	-	10000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	310	0	76

ATTRIBUTES

Fire

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELVEN COAT

A garment made with the traditional Elven method.

BUY	SYNTHESIS	SELL
-	3900	3900

SYNTHESIS MATERIALS

Naevimetal x1, Mane x2, Toad Oil x2

P ATK	P DEF	M ATK	M DEF
0	236	0	56

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HOLY COAT

A garment worn by clerics during ceremonies. It has a firm base and is quite sturdy.

BUY	SYNTHESIS	SELL
9400	4700	4700

SYNTHESIS MATERIALS

Weccea Ore x1, Piney Cone x2, Knight Holy Water x3, Sacred Tree x2

P ATK	P DEF	M ATK	M DEF
0	258	0	79

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FEATHER COAT

A coat as light as feather. It won't interfere with you when exercising.

BUY	SYNTHESIS	SELL
-	3450	3450

SYNTHESIS MATERIALS

Scaly Dragon Skin x1, Bird Feather (Medium) x2, Insect Wing x2, Hunting Potion x1

P ATK	P DEF	M ATK	M DEF
0	200	0	68

ATTRIBUTES

Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KRITYA COAT

A garment made by a method passed down by the Krityas. It doesn't involve the use of magic.

BUY	SYNTHESIS	SELL
-	7400	7400

SYNTHESIS MATERIALS

Cheagle Fur x1, Great Leo Fang x1, Grim Claw x1, Tortoise Tail x1, Stinky Bag x1

P ATK	P DEF	M ATK	M DEF
0	302	0	72

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GOTHIC CARDIGAN

Made the traditional way, this garment will keep you warm through the winter.

BUY	SYNTHESIS	SELL
6300	3150	3150

SYNTHESIS MATERIALS

Knight Holy Water x1, Cockatrice Claw x2, Cactus Needles x2, Roper Tentacle x1

P ATK	P DEF	M ATK	M DEF
0	190	0	75

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER COAT

A leather coat. It is sturdy, but is nothing more than a piece of clothing.

BUY	SYNTHESIS	SELL
-	1200	1200

SYNTHESIS MATERIALS

Mystic Cloth x1, Beast Skin x2, Strong Vine x2

P ATK	P DEF	M ATK	M DEF
0	126	0	32

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HARD LEATHER COAT

A coat made with tough leather. It can withstand most attacks.

BUY	SYNTHESIS	SELL
2900	1450	1450

SYNTHESIS MATERIALS

Crab Shell x1, Shell x2, Merman Fin x2

P ATK	P DEF	M ATK	M DEF
0	144	0	46

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LONG COAT

It is not just a long coat, but it can withstand the wear and tear of combat.

BUY	SYNTHESIS	SELL
2700	1350	1350

SYNTHESIS MATERIALS

Basilisk Scale x1, Bird Feather (Small) x2, Insect Wing x2

P ATK	P DEF	M ATK	M DEF
0	138	0	33

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HERO COAT

A coat worthy of a true hero. Experience the glory firsthand.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Crystal x2, Might Orb x1, Frost Stone x3, Bear Claw x2, Mane x2

P ATK	P DEF	M ATK	M DEF
0	277	0	77

ATTRIBUTES

Fire

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYTHRIL COAT

Mythril is mixed into the fabric, adding defense into the garment.

BUY	SYNTHESIS	SELL
-	3450	3450

SYNTHESIS MATERIALS

Hypionian Tree Bark x1, Peepit Egg x1, Rabbit Fur x2, Demon Bone x2

P ATK	P DEF	M ATK	M DEF
0	196	0	78

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

QUEEN'S COAT

Only fit for a queen. Authenticity is questionable, but the quality is certainly worthy of its name.

BUY	SYNTHESIS	SELL
-	4700	4700

SYNTHESIS MATERIALS

Yurzo Crystal x1, Hypionian Coral x2, Ilyccian Weed x2, Fungus Powder x2

P ATK	P DEF	M ATK	M DEF
0	247	0	72

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TRENCH COAT

An ordinary coat. Not designed for combat use.

BUY	SYNTHESIS	SELL
-	-	1000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	118	0	32

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RARE COAT

This delicate and sophisticated garment was reinforced with the finest craftsmanship.

BUY	SYNTHESIS	SELL
10550	5275	5275

SYNTHESIS MATERIALS

Scaly Dragon Skin x2, Jaggy Fur x1, Bat Wing x3, Red Lens x2, Shell x1

P ATK	P DEF	M ATK	M DEF
0	264	0	74

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



RUNE COAT

A mythril coat with added defense.

BUY	SYNTHESIS	SELL
13500	6750	6750

SYNTHESIS MATERIALS

Weccean Lizard Fossil x2, Wing Fan x1, Pow Hammer Beak x1, Blastium Ore x2, Hunting Potion x2

P ATK	P DEF	M ATK	M DEF
0	282	0	92

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BATTLE GUARD

Separated by small metallic plates, the joints are covered by a layer of chain mail.

BUY	SYNTHESIS	SELL
2150	1075	1075

SYNTHESIS MATERIALS

Crab Shell x1, Tolbyccian Fish x2, Broken Dagger x2

P ATK	P DEF	M ATK	M DEF
0	92	0	34

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER COAT

A coat made with silver woven fabric. The magical properties increase defense.

BUY	SYNTHESIS	SELL
-	2100	2100

SYNTHESIS MATERIALS

Silver Ore x2, Bearskin x1, Aer Agaric x1

P ATK	P DEF	M ATK	M DEF
0	168	0	58

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BREAST GUARD

Light upper-body armor overlaid with metal plating.

BUY	SYNTHESIS	SELL
980	490	490

SYNTHESIS MATERIALS

Basilisk Scale x1, Aphid x2, Roper Tentacle x2

P ATK	P DEF	M ATK	M DEF
0	66	0	50

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPLASH DRESS

A garment coated with a splash of water. Even the sleeves resemble a splash.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Hippo Breath x1, Tolbyccian Water x2, Tolbyccian Fish x2, Merman Fin x2

P ATK	P DEF	M ATK	M DEF
0	262	0	70

ATTRIBUTES

Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CHAIN GUARD

A light-weight chain cuirass strengthened with a wide metal plate in the chest area.

BUY	SYNTHESIS	SELL
550	275	275

SYNTHESIS MATERIALS

Beast Skin x1, Red Blossom x1, Aer Agaric x2

P ATK	P DEF	M ATK	M DEF
0	26	0	26

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DIAMOND GUARD

Made from the hardest material known to mankind. The only bad point is that it is extremely expensive.

BUY	SYNTHESIS	SELL
-	4400	4400

SYNTHESIS MATERIALS

Holy Horn x1, Hypionian Tree Bark x2, Fake Box Fang x2

P ATK	P DEF	M ATK	M DEF
0	195	0	146

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IMPERIAL GUARD

The quality is worthy of one working for the Empire. One needs to be highly skilled to use this.

BUY	SYNTHESIS	SELL
-	-	10000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	272	0	194

ATTRIBUTES

Light, Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ELEMENTAL GUARD

Blessed with the elements of earth, fire, wind, and water. The magical powers shield one from attacks.

BUY	SYNTHESIS	SELL
9900	4950	4950

SYNTHESIS MATERIALS

Ilyccian Ice x2, Mystic Cloth x2, Flare Stone x2

P ATK	P DEF	M ATK	M DEF
0	212	0	148

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON GUARD

A lightweight iron breastplate. Be sure to take this with you on an adventure.

BUY	SYNTHESIS	SELL
360	180	180

SYNTHESIS MATERIALS

Iron Grip x1, Wolf Fang x1

P ATK	P DEF	M ATK	M DEF
0	16	0	16

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GLORIOUS GUARD

As the name implies, it has the power to lead one to victory and glory.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS

Great Leo Fang x1, Great Crab Shell x1, Armadillo Spike x1, Stinky Bag x1, Strong Vine x2

P ATK	P DEF	M ATK	M DEF
0	280	0	184

ATTRIBUTES

Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LAMELLAR GUARD

A chain mail consisting of small plates laced together in a parallel row.

BUY	SYNTHESIS	SELL
-	660	660

SYNTHESIS MATERIALS

Tough Leather x1, Shell x1, Mane x2

P ATK	P DEF	M ATK	M DEF
0	72	0	54

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GOTHIC GUARD

A really basic plate armor. It is a sturdy piece of armor despite its simplicity.

BUY	SYNTHESIS	SELL
6300	3150	3150

SYNTHESIS MATERIALS

Knight Holy Water x2, Cockatrice Claw x2, Silver Ore x2

P ATK	P DEF	M ATK	M DEF
0	162	0	122

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER GUARD

A light-weight leather cuirass. Basic equipment for beginners.

BUY	SYNTHESIS	SELL
150	-	75

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	10	0	12

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HALF GUARD

An iron plate armor joined together with leather. An excellent shock absorber and very sturdy.

BUY	SYNTHESIS	SELL
800	400	400

SYNTHESIS MATERIALS

Sacred Tree x1, Jet-black Ink x2

P ATK	P DEF	M ATK	M DEF
0	44	0	35

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MIGHTY GUARD

A high-quality plate armor. It was made with the best technology known to date.

BUY	SYNTHESIS	SELL
3150	1575	1575

SYNTHESIS MATERIALS

Naevimetal x2, Merman Fin x2, Acorn Helmet x2

P ATK	P DEF	M ATK	M DEF
0	115	0	88

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MOON GUARD

A magical armor blessed with the powers of the moon. Its form is as graceful as the moon.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Yurzo Crystal x1, Rabbit Fur x2, Rabbit Ear x2, Aer Agaric x1

P ATK	P DEF	M ATK	M DEF
0	216	0	152

ATTRIBUTES

Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYTHRIL GUARD

A light-weight plate armor made from mythril. It is ultra light and flexible.

BUY	SYNTHESIS	SELL
7800	3900	3900

SYNTHESIS MATERIALS

Hypionian Coral x1, Strong Vine x2, Toad Oil x3

P ATK	P DEF	M ATK	M DEF
0	178	0	134

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PHOENIX GUARD

Said to contain the spirit of the phoenix. It doesn't make one immortal though.

BUY	SYNTHESIS	SELL
-	2100	2100

SYNTHESIS MATERIALS

Flare Stone x1, Bird Feather (Medium) x2, Bird Feather (Small) x3

P ATK	P DEF	M ATK	M DEF
0	148	0	115

ATTRIBUTES

Fire

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PRINCESS GUARD

A piece of ultra light armor possessed only by members of the royal family.

BUY	SYNTHESIS	SELL
12500	6250	6250

SYNTHESIS MATERIALS

Yurzo Fruit x2, Weccea Ore x2, Holy Horn x1

P ATK	P DEF	M ATK	M DEF
0	228	0	159

ATTRIBUTES

Earth, Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PRISM PROTECTOR

A mysterious armor reflecting the rays of a rainbow. It dazzles enemies making their attacks easier to dodge.

BUY	SYNTHESIS	SELL
-	8250	8250

SYNTHESIS MATERIALS

Scaly Dragon Skin x1, Treant Flower x1, Bugle Beak x1, Grim Claw x2, Leo Fang x2

P ATK	P DEF	M ATK	M DEF
0	260	0	178

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RARE PROTECTOR

A breastplate made by a legendary craftsman. No on can replicate the intricate and delicate details.

BUY	SYNTHESIS	SELL
13000	6500	6500

SYNTHESIS MATERIALS

Lizardman's Weapon x1, Treant Flower x1, Hippo Breath x1, Blastium Ore x3

P ATK	P DEF	M ATK	M DEF
0	235	0	160

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ROYAL GUARD

An expensive plate armor owned by the upper class. The design was once popular, but is slightly out of style now.

BUY	SYNTHESIS	SELL
2200	1100	1100

SYNTHESIS MATERIALS

Waterproof Cloth x2, Tortoise Shell x2, Tolbyccian Water x2

P ATK	P DEF	M ATK	M DEF
0	76	0	68

ATTRIBUTES

Light, Darkness

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUNE JACKET

A mythril armor with magical properties. Those who equip this usually leave the battlefield unscratched.

BUY	SYNTHESIS	SELL
14400	7200	7200

SYNTHESIS MATERIALS

Mystic Orb x2, Bucket Beak x1, Grimoire Page x3, Cockatrice Beak x1

P ATK	P DEF	M ATK	M DEF
0	250	0	174

ATTRIBUTES

Fire, Earth, Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER GUARD

A breastplate made of pure silver. Silver is said to have magic defense properties.

BUY	SYNTHESIS	SELL
4000	2000	2000

SYNTHESIS MATERIALS

Silver Ore x3, Sharp Beak x2, Soft Tail x3

P ATK	P DEF	M ATK	M DEF
0	142	0	102

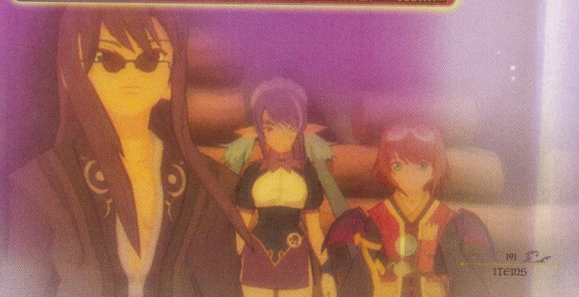
ATTRIBUTES

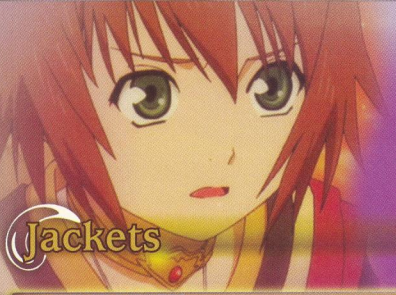
-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH





Jackets

IRON PROTECTOR
An iron armor designed especially for dogs. It is very flexible and allows for a high degree of movement.

BUY	SYNTHESIS	SELL
690	345	345

SYNTHESIS MATERIALS
Jet-black Ink x1, Iron Grip x1, Iron Tip x2

P ATK	P DEF	M ATK	M DEF
0	56	0	16

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

AER FRAGMENT
Bits and pieces of aer. Not exactly armor, but repels most enemies.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS
Aer Agaric x15, Greenlight Stone x3, Rose x3, Dragon Fossil x3, Grim Claw x3

P ATK	P DEF	M ATK	M DEF
0	304	0	88

ATTRIBUTES
Fire, Earth, Wind, Water

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

LEATHER JACKET
A leather jacket…for dogs. It is popular with collectors.

BUY	SYNTHESIS	SELL
440	220	220

SYNTHESIS MATERIALS
Beast Skin x1, Mane x2

P ATK	P DEF	M ATK	M DEF
0	35	0	13

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BELLY WARMER
This little piece of clothing will keep your tummy snug and warm.

BUY	SYNTHESIS	SELL
-	-	140

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	12	0	6

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

LOYAL BELLY WARMER
Said to be worn by a legendary dog. Not meant for combat, yet extremely sturdy.

BUY	SYNTHESIS	SELL
11500	5750	5750

SYNTHESIS MATERIALS
Crystal x2, Tough Leather x2, Hunting Potion x1, Wolf Fang x3, Great Wolf Fang x1

P ATK	P DEF	M ATK	M DEF
0	278	0	80

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

DRAGON PROTECTOR
A dog's armor made from dragon scales. It is rare to find a dog wearing one these days.

BUY	SYNTHESIS	SELL
9900	4950	4950

SYNTHESIS MATERIALS
Scaly Dragon Skin x3, Demon Bone x3, Dragon Powder x1

P ATK	P DEF	M ATK	M DEF
0	258	0	72

ATTRIBUTES
Fire

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MAGICAL COLLAR
A collar with magical properties. It was crafted with magic.

BUY	SYNTHESIS	SELL
-	3750	3750

SYNTHESIS MATERIALS
Grimoire Page x2, Hypionian Tree Bark x2, Bearskin x1, Sacred Tree x1

P ATK	P DEF	M ATK	M DEF
0	220	0	80

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

FANCY BELLY WARMER
This extravagant piece will make your pooch feel like a celebrity.

BUY	SYNTHESIS	SELL
9000	4500	4500

SYNTHESIS MATERIALS
Yurzo Fruit x1, Merman Fin x2, Filifolia Leaf x2, Bat Wing x2

P ATK	P DEF	M ATK	M DEF
0	240	0	64

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

METAL JACKET
Designed to protect your dog on a tough journey. A serious piece of armor.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS
Naevimetal x2, Strong Vine x2, Solid Thorn x2

P ATK	P DEF	M ATK	M DEF
0	150	0	38

ATTRIBUTES
-

SKILLS
-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

MYTHRIL PROTECTOR

A dog's armor made from mythril plates. It is custom made.

BUY	SYNTHESIS	SELL
6700	3350	3350

SYNTHESIS MATERIALS

Hypionian Coral x2, Rabbit Ear x2, Toad Oil x2, Filifolia Leaf x1

P ATK	P DEF	M ATK	M DEF
0	204	0	64

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

THIEF'S JACKET

A garment for dogs made from a popular fabric used to make a thief's jacket.

BUY	SYNTHESIS	SELL
920	460	460

SYNTHESIS MATERIALS

Basilisk Scale x1, Aphid x2, Ilyccia Weed x2

P ATK	P DEF	M ATK	M DEF
0	70	0	21

ATTRIBUTES

Wind

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

RAIN CAPE

A commonly sold raincoat for dogs. It is strengthened for combat.

BUY	SYNTHESIS	SELL
-	1000	1000

SYNTHESIS MATERIALS

Waterproof Cloth x3

P ATK	P DEF	M ATK	M DEF
0	106	0	35

ATTRIBUTES

Water

SKILLS

Fire

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

STEEL PROTECTOR

A simple armor made of steel plates connected by ropes. Flesh can get pinched between the gaps sometimes. Ouch!

BUY	SYNTHESIS	SELL
-	525	525

SYNTHESIS MATERIALS

Basilisk Scale x1, Roper Tentacle x1, Shell x1

P ATK	P DEF	M ATK	M DEF
0	78	0	24

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SILVER PROTECTOR

A silver armor for dogs. The magical properties of silver serves to protect one from harm.

BUY	SYNTHESIS	SELL
3950	1975	1975

SYNTHESIS MATERIALS

Desier Gold Dust x1, Aer Agaric x2, Paralyze Powder x2, Spider Web x1

P ATK	P DEF	M ATK	M DEF
0	166	0	52

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

SPINY JACKET

The design resembles something from another century. Be careful not to poke yourself.

BUY	SYNTHESIS	SELL
5900	2950	2950

SYNTHESIS MATERIALS

Silver Ore x2, Desier Iron Sand x2, Cockatrice Claw x2

P ATK	P DEF	M ATK	M DEF
0	186	0	67

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH





Mail

ABSOLUTE

A set of armor complete with a layer of light armor and chain mail.

BUY	SYNTHESIS	SELL
-	1950	1950

SYNTHESIS MATERIALS

Desier Iron Sand x1, Acorn Helmet x1, Insect Wing x2, Soft Tail x2

P ATK	P DEF	M ATK	M DEF
0	155	0	46

ATTRIBUTES

Fire

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BATTLE SUIT

Extra care went into the making of each and every joint of this armor. It is a masterpiece of mobility and durability.

BUY	SYNTHESIS	SELL
-	1425	1425

SYNTHESIS MATERIALS

Mystic Cloth x2, Strong Vine x2, Basilisk Scale x2

P ATK	P DEF	M ATK	M DEF
0	132	0	34

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BODY PAINT

A magic paint that protects the body from harm.

BUY	SYNTHESIS	SELL
-	4750	4750

SYNTHESIS MATERIALS

Ilyccian Ice x1, Red Lens x2, Mystic Cloth x2, Steel Arrow Head x1

P ATK	P DEF	M ATK	M DEF
0	239	0	79

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

BREASTPLATE

The upper body of this armor is made with a high-quality metal, with mobility and durability in mind.

BUY	SYNTHESIS	SELL
2400	1200	1200

SYNTHESIS MATERIALS

Waterproof Cloth x1, Crab Shell x2, Filifolia Leaf x2

P ATK	P DEF	M ATK	M DEF
0	112	0	26

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

CHAIN MAIL

An upper-body armor made to protect the chest area.

BUY	SYNTHESIS	SELL
1170	585	585

SYNTHESIS MATERIALS

Roper Tentacle x1, Ape Man Coat x1, Grimoire Page x2

P ATK	P DEF	M ATK	M DEF
0	72	0	19

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

DRAGON MAIL

An armor as hard as dragon scales. It can even withstand the wrath of a fire-breathing dragon.

BUY	SYNTHESIS	SELL
-	6500	6500

SYNTHESIS MATERIALS

Weccean Lizard Fossil x1, Silver Ore x2, Cockatrice Claw x2, Scorpion Tail x2

P ATK	P DEF	M ATK	M DEF
0	278	0	76

ATTRIBUTES

Fire

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

FULL PLATE

A very sturdy armor where the joints are protected by steel plates. It is very heavy.

BUY	SYNTHESIS	SELL
-	2850	2850

SYNTHESIS MATERIALS

Flare Stone x1, Cockatrice Claw x3, Bat Wing x3

P ATK	P DEF	M ATK	M DEF
0	186	0	58

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GOLD ARMOR

An armor made of pure gold. Legend has it that it was once worn by a hero, but it is still very sturdy.

BUY	SYNTHESIS	SELL
11000	5500	5500

SYNTHESIS MATERIALS

Yurzo Crystal x1, Desier Gold Dust x4, Golden Horn x1

P ATK	P DEF	M ATK	M DEF
0	254	0	80

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

GOTHIC PLATE

Crafted with a traditional method, this armor is not very flexible, but is very sturdy.

BUY	SYNTHESIS	SELL
6300	3150	3150

SYNTHESIS MATERIALS

Knight Holy Water x2, Grimoire Page x2, Cactus Needles x2

P ATK	P DEF	M ATK	M DEF
0	198	0	70

ATTRIBUTES

-

SKILLS

-

YURI | REPEDE | ESTELLE | KAROL | RITA | RAVEN | JUDITH

HARD MAIL

A metal armor that requires some skill to appreciate its full range of usage.

BUY	SYNTHESIS	SELL
400	200	200

SYNTHESIS MATERIALS

Beast Skin x1, Ilyccia Weed x1, Knight Water x1

P ATK	P DEF	M ATK	M DEF
0	24	0	8

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER MAIL

A basic leather armor popular with beginner adventurers.

BUY	SYNTHESIS	SELL
250	-	125

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	13	0	4

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HYPER ARMOR

The perfect suit of armor that surpasses all others. It is filled with aer and can be used as a blastia.

BUY	SYNTHESIS	SELL
-	20000	20000

SYNTHESIS MATERIALS

Light Star Gem x5, Dark Star Gem x5

P ATK	P DEF	M ATK	M DEF
0	340	0	72

ATTRIBUTES

Fire, Earth, Wind, Water, Light, Dark

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MUMBANE

The Mumbane armor strengthened with aer. It protects against all types of attacks.

BUY	SYNTHESIS	SELL
-	8000	8000

SYNTHESIS MATERIALS

Rare Metal x3, Naevimetal x3, Leo Fang x3, Scaly Dragon Skin x3, Blastium Ore J x3

P ATK	P DEF	M ATK	M DEF
0	300	0	65

ATTRIBUTES

Fire, Water, Light

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON MAIL

A full-body iron mail. It takes experience to handle one of these.

BUY	SYNTHESIS	SELL
850	425	425

SYNTHESIS MATERIALS

Bearskin x1, Iron Grip x1, Iron Tip x1

P ATK	P DEF	M ATK	M DEF
0	60	0	17

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MUMBANE AER

The Mumbane armor strengthened with aer. It protects against all attacks.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS

Mumbane x1, Aer Fragment x1

P ATK	P DEF	M ATK	M DEF
0	310	0	68

ATTRIBUTES

Fire, Water, Light

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KNIGHT ARMOR

A superior armor reserved only for high ranking knights. A simple, yet sturdy armor that is easy to wear.

BUY	SYNTHESIS	SELL
3470	1735	1735

SYNTHESIS MATERIALS

Naevimetal x1, Knight Water x3, Merman Fin x2

P ATK	P DEF	M ATK	M DEF
0	144	0	44

ATTRIBUTES

Light

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYTHRIL GAUNTLET

An armor made from mythril. Exceptionally light-weight and sturdy. The perfect armor.

BUY	SYNTHESIS	SELL
7200	3600	3600

SYNTHESIS MATERIALS

Hypionian Tree Bark x2, Toad Oil x2, Bearskin x2

P ATK	P DEF	M ATK	M DEF
0	210	0	74

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LAMELLAR LEATHER

A leather armor made of several layers of extra tough leather. It's more sturdy than a metallic armor.

BUY	SYNTHESIS	SELL
-	750	750

SYNTHESIS MATERIALS

Tough Leather x1, Aphid x1, Bat Wing x2

P ATK	P DEF	M ATK	M DEF
0	85	0	21

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RARE PLATE

A masterpiece crafted by a legendary craftsman. It's almost weightless and extremely sturdy. Truly a work of art.

BUY	SYNTHESIS	SELL
12500	6250	6250

SYNTHESIS MATERIALS

Gentleman's Tie x1, Lizardman's Weapon x2, Large Claws x2

P ATK	P DEF	M ATK	M DEF
0	266	0	80

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

REFLEX

As the name implies, this armor reflects most attacks. It allows for magic cast by allies to pass through.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Iron Leg x1, Rabbit Fur x2, Tortoise Tail x2

P ATK	P DEF	M ATK	M DEF
0	224	0	79

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER MAIL

An exquisite suit of silver mail. Often worn during ceremonies due to the elegant design.

BUY	SYNTHESIS	SELL
-	2250	2250

SYNTHESIS MATERIALS

Silver Ore x3, Bearskin x1, Spider Web x1

P ATK	P DEF	M ATK	M DEF
0	172	0	52

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RING MAIL

A metal armor requiring some skills to appreciate.

BUY	SYNTHESIS	SELL
600	300	300

SYNTHESIS MATERIALS

Mandrake Eye x1, Bird Feather (Medium) x1, Mane x1

P ATK	P DEF	M ATK	M DEF
0	40	0	14

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPLINT MAIL

A chain mail with small iron plates. It has the perfect balance of firmness and flexibility.

BUY	SYNTHESIS	SELL
1900	950	950

SYNTHESIS MATERIALS

Tortoise Shell x1, Waterproof Cloth x2, Tolbyccian Fish x2

P ATK	P DEF	M ATK	M DEF
0	98	0	22

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUNE MAIL

A magical mythril armor. It helps to increase magic defense.

BUY	SYNTHESIS	SELL
14000	7000	7000

SYNTHESIS MATERIALS

Crystal x3, Blastium Ore x3, Grimoire Page x3

P ATK	P DEF	M ATK	M DEF
-	290	-	96

ATTRIBUTES

Fire, Earth,Wind, Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STAR MAIL

An armor that shines like the stars. It protects one's life and is blessed by magic.

BUY	SYNTHESIS	SELL
-	-	10000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	330	0	70

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH





ACCESSORIES

Amulets

AMULET

Prevents all Physical Ailments.

BUY	SYNTHESIS	SELL
-	12500	12500

SYNTHESIS MATERIALS

Strange Stone x1, Mystic Orb x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLUE TALISMAN

Increases Physical Defense by 10%. Better than some cheap armor.

BUY	SYNTHESIS	SELL
-	2500	2500

SYNTHESIS MATERIALS

Blue Star Gem x1, Might Orb x2.

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DRAIN CHARM

Prevents Weak and Contamination. Resistant to Fire.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Drain Ward x1, Naevimetal x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Fire

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DRAIN WARD

50% chance of preventing Weak and Contamination. Slightly resistant to Fire.

BUY	SYNTHESIS	SELL
5000	2500	2500

SYNTHESIS MATERIALS

Spirit Fragment x1, Roper Tentacle x2, Toad Oil x6, Sharp Beak x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Fire

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HEAL BRACELET

Restores 10% of Max HP for every enemy defeated. For the aggressive fighters.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Knight Water x5, Iron Grip x1, Aer Agaric x4

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PARALYSIS CHARM

Prevents Paralysis. Resistant to Wind.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Paralysis Ward x1, Paralyze Powder x1, Hoof x3

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LAUREL

Prevents all Magical Ailments.

BUY	SYNTHESIS	SELL
-	11000	11000

SYNTHESIS MATERIALS

Fonstone x4, Mandrake Eye x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PARALYSIS WARD

50% chance of preventing Paralysis. Also slightly resistant to Wind.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS

Hoof x1, Merman Fin x2, Merman's Weapon x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Wind

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

POISON CHARM

Prevents Poison. Resistant to Water.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Poison Ward x1, Waterproof Cloth x1, Knight Water x3, Hoof x3

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

POISON WARD

50% chance of preventing Poison. Also slightly resistant to Water.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS

Antibiotics x1, Ilyccia Weed x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Water

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPIRIT BANGLE

Restores 10% of Max TP for every enemy defeated. For the strategic fighters.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Knight Water x5, Iron Grip x1, Red Blossom x4

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STONE CHARM

Prevents Petrification and Sealed Artes. Also slightly resistant to Earth.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Stone Ward x1, Fragment of Hyper-Resonance x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Earth

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



STONE WARD

50% chance of preventing Petrification and Sealed Artes. Slightly resistant to Earth.

BUY	SYNTHESIS	SELL
5000	2500	2500

SYNTHESIS MATERIALS

Desier Iron Sand x1, Crab Shell x1, Rhino Horn x1, Tortoise Shell x1, Shell x4

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

Earth

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STUN BRACELET

A bracelet that reduces the duration of Stun by 50%. Protect yourself!

BUY	SYNTHESIS	SELL
-	2500	2500

SYNTHESIS MATERIALS

Spicy Potion x1, Bird Feather (Small) x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STUN TALISMAN

Prevents Stun. Now you can fight with peace of mind.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Holy Horn x3

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TALISMAN

Increases Physical Defense by 5%.

BUY	SYNTHESIS	SELL
1000	500	500

SYNTHESIS MATERIALS

Sacred Tree x2, Roper Tentacle x1, Jet-black Ink x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WORLD CHARM

50% chance of preventing Status Effects. An excellent accessory.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Mysterious Piece x1, Flare Stone x1, Frost Stone x1, Air Stone x1, Geo Stone x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Boots

FINE BOOTS
Improved leather boots. Indispensable on a long journey.

BUY	SYNTHESIS	SELL
750	375	375

SYNTHESIS MATERIALS
Waterproof Cloth x1, Large Claws x1, Soft Tail x5

P ATK	P DEF	M ATK	M DEF
0	15	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER BOOTS
Normal, everyday, run-of-the-mill boots. Quite comfy during battles.

BUY	SYNTHESIS	SELL
200	100	100

SYNTHESIS MATERIALS
Beast Skin x3

P ATK	P DEF	M ATK	M DEF
0	10	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GOLD LEGGINGS
A luxurious pair of boots made of gold. Extremely valuable and infused with magic.

BUY	SYNTHESIS	SELL
8000	4000	4000

SYNTHESIS MATERIALS
Mythril Boots x1, Golden Horn x1

P ATK	P DEF	M ATK	M DEF
0	50	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYTHRIL BOOTS
Boots made of mythril. The ideal leg gear.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS
Silver Leggings x1, Hypionian Coral x2, Floccus x2

P ATK	P DEF	M ATK	M DEF
0	44	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IRON LEGGINGS
Very heavy leg gear made of iron. Not made with speed in mind.

BUY	SYNTHESIS	SELL
1200	600	600

SYNTHESIS MATERIALS
Blastium Ore x2, Merman Fin x2

P ATK	P DEF	M ATK	M DEF
0	22	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PERSIAN BOOTS
Cure boots in the shape of cats' paws.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS
Hippo Breath x1, Bucket Beak x1

P ATK	P DEF	M ATK	M DEF
0	50	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RARE BOOTS
A perfectly crafted masterpiece.

BUY	SYNTHESIS	SELL
12000	6000	6000

SYNTHESIS MATERIALS
Gold Leggings x1, Rare Metal x1

P ATK	P DEF	M ATK	M DEF
0	60	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SILVER LEGGINGS
Boots made of silver. Normally reserved for ceremonial use.

BUY	SYNTHESIS	SELL
-	800	800

SYNTHESIS MATERIALS
Silver Ore x2, Leather Boots x1

P ATK	P DEF	M ATK	M DEF
0	35	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Capes

AQUA CAPE
A cape with the crest of Water. Raises Water resistance by 50%.

BUY	SYNTHESIS	SELL
2200	1100	1100

SYNTHESIS MATERIALS
Cape x1, Frost Stone x2, Cactus Needles x1

P ATK	P DEF	M ATK	M DEF
0	58	0	42

ATTRIBUTES
Water

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

EARTH CAPE
A cape with the crest of Earth. Raises Earth resistance by 50%.

BUY	SYNTHESIS	SELL
3400	1700	1700

SYNTHESIS MATERIALS
Cape x1, Geo Stone x2, Hypionian Tree Bark x1

P ATK	P DEF	M ATK	M DEF
0	66	0	58

ATTRIBUTES
Earth

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

CAPE
A generic cape made of cloth. A standard accessory for rookies.

BUY	SYNTHESIS	SELL
130	65	65

SYNTHESIS MATERIALS
Filifolia Fruit x1, Ilyccia Weed x1

P ATK	P DEF	M ATK	M DEF
0	5	0	5

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FLARE CAPE
A cape with the crest of Fire. Raises Fire resistance by 50%.

BUY	SYNTHESIS	SELL
2000	1000	1000

SYNTHESIS MATERIALS
Cape x1, Flare Stone x3

P ATK	P DEF	M ATK	M DEF
0	55	0	50

ATTRIBUTES
Fire

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DHAOS' CAPE
Changes the arte "Destruction Field" to "Dhaos Blast."

BUY	SYNTHESIS	SELL
-	-	500

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KING'S CAPE
A cape that belongs to the King of All Cosmos. We think its elegance and beauty are fab!

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS
Gentleman's Tie x10, Great Leo Fang x1

P ATK	P DEF	M ATK	M DEF
0	99	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LEATHER CAPE
A cape made of leather. A standard accessory for an adventurer.

BUY	SYNTHESIS	SELL
280	140	140

SYNTHESIS MATERIALS
Beast Skin x3, Ilyccia Weed x1, Beasrskin x1

P ATK	P DEF	M ATK	M DEF
0	15	0	15

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ULTIMATE BLUE CAPE
Nullify Water, Wind, and Darkness attacks. Damage from Fire, Earth, and Light attacks increases by 50%.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
Wind, Water, Darkness

SKILLS
Fire, Earth, Light

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PALADIN CAPE
A cape worthy of a true knight.

BUY	SYNTHESIS	SELL
5000	2500	2500

SYNTHESIS MATERIALS
Gentleman's Tie x2, Great Wolf Fang x1

P ATK	P DEF	M ATK	M DEF
0	77	0	60

ATTRIBUTES
Light

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ULTIMATE RED CAPE
Nullify Fire, Earth, and Light attacks. Damage from Water, Wind, and Darkness attacks increase by 50%.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
Fire, Earth, Light

SKILLS
Wind, Water, Darkness

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

THIEF'S CAPE
The cape of choice for thieves. Slightly raises Agility.

BUY	SYNTHESIS	SELL
750	375	375

SYNTHESIS MATERIALS
Bat Wing x2, Bird Feather (Small) x2, Tolbyccian Water x1,

P ATK	P DEF	M ATK	M DEF
0	36	0	32

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WIND CAPE
A cape with the crest of Wind. Raises Wind resistance by 50%.

BUY	SYNTHESIS	SELL
3000	1500	1500

SYNTHESIS MATERIALS
Cape x1, Air Stone x2, Floccus x1

P ATK	P DEF	M ATK	M DEF
0	62	0	52

ATTRIBUTES
Wind

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Jewels

ALEXANDRITE
A jewel that strengthens one's resolve. Increases Max HP and TP by 25%.

BUY	SYNTHESIS	SELL
-	-	7500

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

AMETHYST
A gem that shines a subtle purple. Greatly increases Darkness resistance.

BUY	SYNTHESIS	SELL
10000	5000	5000

SYNTHESIS MATERIALS
Naevimetal x1, Knight Holy Water x5

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
Darkness

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

AQUAMARINE
A mysterious blue gem. Greatly increases Water resistance.

BUY	SYNTHESIS	SELL
8000	4000	4000

SYNTHESIS MATERIALS
Naevimetal x1, Spirit Fragment x1, Frost Stone x5

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
Water

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

LAPIS LAZULI
A beautiful, calming blue gem. Decrease time of immobility after use of item by 50%.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS
Mystic Orb x1, Bunny Ear Wing x2, Fungus Powder MX x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLACK ONYX

Dispels evil to keep you balanced. Raises Max HP by 30%.

BUY	SYNTHESIS	SELL
10000	-	5000

SYNTHESIS MATERIALS

-

ATTRIBUTES

-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DIAMOND

Known as the hardest jewel in the world. Greatly increases Light Resistance.

BUY	SYNTHESIS	SELL
10000	5000	5000

SYNTHESIS MATERIALS

Naevimetal x1, Spirit Fragment x1, Knight Holy Water x4

ATTRIBUTES

Light

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

GARNET

A gem said to prevent illness. Greatly increases Fire resistance.

BUY	SYNTHESIS	SELL
8000	4000	4000

SYNTHESIS MATERIALS

Naevimetal x1, Spirit Fragment x1, Flare Stone x5

ATTRIBUTES

Fire

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RUBY

A gem used for safeguarding love, happiness, and bravery. Greatly increases Earth resistance.

BUY	SYNTHESIS	SELL
8000	4000	4000

SYNTHESIS MATERIALS

Naevimetal x1, Spirit Fragment x1, Geo Stone x5

ATTRIBUTES

Earth

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MAGIC MIST

A crystal with smoke sealed inside. Increases escape speed.

BUY	SYNTHESIS	SELL
10000	5000	5000

SYNTHESIS MATERIALS

Grimoire Page x1, Roper Tentacle x2, Sacred Tree x1, Blastium Ore x1

ATTRIBUTES

-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MOONSTONE

Makes one very sensitive. Raises Max TP by 30%.

BUY	SYNTHESIS	SELL
-	6000	6000

SYNTHESIS MATERIALS

Fonstone x1, Mystic Orb x8

ATTRIBUTES

-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

OPAL

A gem that disperses light like a rainbow. Greatly increases Wind resistance.

BUY	SYNTHESIS	SELL
8000	4000	4000

SYNTHESIS MATERIALS

Naevimetal x1, Spirit Fragment x1, Air Stone x5

ATTRIBUTES

Wind

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

TURQUOISE

A gem used for protection since ancient times. Greatly increases Luck.

BUY	SYNTHESIS	SELL
-	5000	10000

SYNTHESIS MATERIALS

Peepit Egg x2, Shell x1, Sacred Tree x1

ATTRIBUTES

-

SKILLS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

Rings

ATTACK RING
A ring engraved with a sword. Raises attack by 10% during battle.

BUY	SYNTHESIS	SELL
-	3500	3500

SYNTHESIS MATERIALS
Power Light x1, Basilisk Scale x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DEFENSE RING
A ring engraved with a shield. Raises defense by 10% during battle.

BUY	SYNTHESIS	SELL
-	3500	3500

SYNTHESIS MATERIALS
Shield Light x1, Tortoise Shell x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

EFFECTI RING
A ring engraved with a devil. Reduces all damage by 15%.

BUY	SYNTHESIS	SELL
-	12500	12500

SYNTHESIS MATERIALS
Might Orb x4

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HOLY RING
A holy ring. Occasionally restores 1% of wearer's Max HP.

BUY	SYNTHESIS	SELL
-	1000	1000

SYNTHESIS MATERIALS
Medical Herb x5, Hunting Potion x2, Desier Iron Sand x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

EMERALD RING
A ring with an emerald. Reduces TP consumption by 33%.

BUY	SYNTHESIS	SELL
-	-	4000

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FAERIE RING
A ring engraved with a fairy. Reduces TP consumption by 50%.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS
Spring of Wisdom x1, Golden Horn x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FORCE RING
A ring engraved with a war god. Reduces physical damage by 20%.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS
Knight Holy Water x2, Holy Horn x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

REFLECT RING
A ring engraved with a goddess. Reduces elemental damage by 20%.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS
Strange Mirror x1, Knight Water x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

PROTECT RING
A ring engraved with a war god. Reduces physical damage by 10%.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS
Knight Holy Water x2, Mighty Guard x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RESIST RING
A ring infused with magic. Reduces elemental damage by 10%.

BUY	SYNTHESIS	SELL
6000	3000	3000

SYNTHESIS MATERIALS
Knight Holy Water x2, Soul Grass x1, Blastium Ore x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

REBIRTH RING
If you're lucky, this might resurrect you from KO during battle. One can still hope for a miracle!

BUY	SYNTHESIS	SELL
-	2500	2500

SYNTHESIS MATERIALS
Speed Light x1, Spider Web x1, Aer Agaric x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPIRIT RING
A spiritual ring. Occasionally restores 1% of wearer's Max TP.

BUY	SYNTHESIS	SELL
-	1000	1000

SYNTHESIS MATERIALS
Ilyccian Ice x3, Soul Grass x5, Red Lens x3

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Symbols

DARK SEAL
EXP x1.5, enemy damage x2. Artes sealed. Must be equipped prior to battle.

BUY	SYNTHESIS	SELL
-	-	5000

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DEMON'S SEAL
EXP x2, physical ailments during battle. Must be equipped prior to battle.

BUY	SYNTHESIS	SELL
-	-	20000

SYNTHESIS MATERIALS
-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

HOLY SYMBOL
A holy relic. Occasionally restores 3% of Max HP.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS
Spirit Fragment x1, Golden Horn x1, Fake Box Fang x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYSTIC SYMBOL
The mark of a scorist. Reduces casting time.

BUY	SYNTHESIS	SELL
-	10000	10000

SYNTHESIS MATERIALS
Devil's Sickle x1, Holy Horn x1, Great Leo Fang x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES
-

SKILLS
-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

IMPERIAL PRESTIGE

A symbol with the glorious image of the Empire. Increases rate of Over Limit gauge.

BUY	SYNTHESIS	SELL
-	500	500

SYNTHESIS MATERIALS

Grimoire Page x5, Fake Box Fang x1, Dark Star Gem x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ORDER OF THE IMPERIAL HONOR

A crest for one who earned the greatest honor from the empire. Increases chance of critical hit.

BUY	SYNTHESIS	SELL
-	-	500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

KRONA'S SYMBOL

No, not "Klonoa." Protects against all status effects.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RABBIT'S FOOT

A rabbit's foot. Increases luck.

BUY	SYNTHESIS	SELL
-	750	750

SYNTHESIS MATERIALS

Rabbit Ear x1, Bird Feather (Small) x2, Tolbyccian Fish x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MYSTIC MARK

The mark of a fonist. Slightly reduces casting time.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Knight Water x4, Fungus Powder x4, Aer Agaric x3

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SPIRIT SYMBOL

A spiritual relic. Occasionally restores 3% of Max TP.

BUY	SYNTHESIS	SELL
-	4000	4000

SYNTHESIS MATERIALS

Spirit Fragment x5, Great Leo Fang x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

STRANGE MARK

A crest that shortens the time a mage is immobile after casting a spell.

BUY	SYNTHESIS	SELL
-	5000	5000

SYNTHESIS MATERIALS

Spider Web x1, Flare Stone x1, Desier Iron Sand x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WARRIOR SYMBOL

The crest of a great warrior. Increases physical attacks.

BUY	SYNTHESIS	SELL
-	750	750

SYNTHESIS MATERIALS

Fake Box Fang x1, Sharp Blade x2, Long Needle x2

P ATK	P DEF	M ATK	M DEF
15	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

THIEF'S TATTOO

A crest in the shape of a typhoon. Increases chance of stealing an item.

BUY	SYNTHESIS	SELL
-	2000	2000

SYNTHESIS MATERIALS

Steel Arrow Head x1, Demon Bone x3, Paralyze Powder x3

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

WONDER SYMBOL

A crest that shortens the time a mage is immobile after casting a spell.

BUY	SYNTHESIS	SELL
-	9000	9000

SYNTHESIS MATERIALS

Peepit Egg x1, Iron Leg x8, Sharp Blade x8

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



Trinkets

BARBATOS' RING

A ring that greatly increases physical attack. Prohibits all item use.

BUY	SYNTHESIS	SELL
-	-	500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLUE SEPHIRA

A sculpture of an unnamed goddess. Equip it to earn 2 times more Gald.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Sephira x1, Pow Hammer Beak x1, Rose x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

BLUE DICE

Made from aqua sapphire. Raises GRADE earned by 20%.

BUY	SYNTHESIS	SELL
-	3000	3000

SYNTHESIS MATERIALS

Dice x1, Blastium Ore J x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

DICE

Carved from animal fossil. Increases GRADE earned by 10%.

BUY	SYNTHESIS	SELL
-	-	1500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

FINAL SYMBOL

Occasionally restores HP and TP by 3%.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

REBIRTH DOLL

A statue symbolizing sacrifice. Automatically resurrects KO'd wearer one time.

BUY	SYNTHESIS	SELL
-	25000	25000

SYNTHESIS MATERIALS

Grimoire Page x3, Naevimetal x2, Paralyze Powder x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH



HUNTER'S MONOCLE

A monocle infused with search magic. Drastically increases item drop rate.

BUY	SYNTHESIS	SELL
-	750	500

SYNTHESIS MATERIALS

Rainbow Lens x1, Cockatrice Beak x1, Light Star Gem x1, Cheagle Fur x1

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

RISKY RING

P.DEF and M.DEF drastically decreases, but all artes only incurs 1 TP.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MAXIMUM DOG SYMBOL

Only given to the toughest dog. An item with great powers.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SEPHIRA

A sculpture of an unnamed goddess. Equip it to earn 1.5 times more Gald.

BUY	SYNTHESIS	SELL
-	1500	1500

SYNTHESIS MATERIALS

Mandrake Eye x2, Hypionian Tree Bark x2, Filifolia Leaf x2

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

MIRACLE BANGLE

A miraculous bangle. Restores 10% of Max HP and TP for every enemy defeated.

BUY	SYNTHESIS	SELL
-	-	25000

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

SHIZEL'S NECKLACE

Raises casting speed dramatically.

BUY	SYNTHESIS	SELL
-	-	500

SYNTHESIS MATERIALS

-

P ATK	P DEF	M ATK	M DEF
0	0	0	0

ATTRIBUTES

-

SKILLS

-

YURI REPEDE ESTELLE KAROL RITA RAVEN JUDITH

ATTACHMENTS

While they don't raise your characters' stats, attachments are items you can wear just for fun. Some attachments can be synthesized but others can only be acquired through your travels.



Yuri

BLACK BUNNY EARS

No way am I wearing these! I said, "NO!"

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

BLACK HAT

A stylish, elegant black hat. It doesn't have any defensive properties.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Large Claws x1, Soft Tail x3, Ilyccia Weed x5, Toad Oil x1

EYE PATCH

Makes someone holding a sword look strong and mean. Strange!

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Bunny Ear Wing x1, Pitch-black Ink x1, Bat Wing x5

LARGE PIPE

A pipe with a mustache. Makes you look like a celebrity. It's great for parties.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Acorn Helmet x1, Filifolia Fruit x3, Fungus Powder x2, Floccus x5

NEW BODHI BLASTIA

A bodhi blastia with improved aer conversion abilities. It's nearly the same as the normal ones.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Rare Metal x1, Dark Star Gem x1, Blue Star Gem x1, Red Star Gem x1, Green Star Gem x1

PLAIN CANTEEN

A canteen from Mantaic Inn. Made of a very simple design.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

PRINCE

A tiny Prince capable of accomplishing things on a very big scale!

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

SUNGLASSES

You'll look tough with these on. Feels just like being a grown-up.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Shell x1, Long Needle x2, Jet-black Ink x5

WHITE HAT

A stylish, elegant white hat. Useless during battles, but completes your outfit.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Large Claws x1, Soft Tail x3, Ilyccia Weed x5, Ape Man Coat x5



Repede

BARREL CANTEEN

A canteen from Mantaic Inn. It looks just like a barrel.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

DOGGY JERKY

Processed meat that keeps well.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

OVERDRIVE KID

Here we go!! Yeah!! Brave Vesperia——!!

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

OVERDRIVE LADY

Slightly different from riding on Ba'ul. Riding on the ground can be nice, too.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

OLD MAN

A little old to be racing with these kids, but you gotta do what you gotta do.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

OVERDRIVE PRINCESS

Ahh! Oh no! Oh no!! I'm going to run into you! Please get out of my way!!

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

OVERDRIVE RESEARCHER

Nothing is going to come between me and my research! Oh wait…it's always been that way…

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

OVERDRIVE WARRIOR

Move out of my way! Who do you think I am?

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

PORK CHOP

A large chunk of meat. Woof, woof! (Can't stop drooling!)

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

Estelle



ANGEL OUTFIT

A halo and wings set. The image itself is enough to heal one's mind.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Golden Mane x1, Sacred Tree x5, Grimoire Page x8

EXPENSIVE CANTEEN

A canteen from Mantaic Inn. Decorated with elegant ornaments.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

GIRLY BUNNY EARS

Some very cute bunny ears. The slightly bent ear is charming.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

GLASSES

They're annoying during battles, yet some find them to be a fashion statement.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Tortoise Shell x2, Broken Dagger x2, Basilisk Scale x2

MINT'S CAP

A replica cap worn by a heroine from the "Story of Legends".

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Bunny Ear Wing x1, Rose x3, Mystic Orb x5

TIARA

An elegant tiara. Very befitting of nobility.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

VEIL

Something every woman dreams of wearing? It's flimsy, but don't overlook its powers!

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

Karol



CHILD'S SUNGLASSES

Looking cheeky! Feeling rebellious?

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Roper Tentacle x1, Long Needle x2, Jet-black Ink x5

CURE PLASTER

Ouch...! Stick this on a wound to heal it.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Strong Vine x2, Mystic Cloth x3

KID'S CANTEEN

A canteen from Mantaic Inn. There's some cartoon character on the side. It must be for kids.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

NERDY GLASSES

A pair of glasses with extremely thick lenses. It'll make you dizzy.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Merman Fang x2, Merman Fin x1, Devil's Sickle x1

SMALL PIPE

It makes you feel like a detective! A replica with mint flavor.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

TRANSFORM BELT

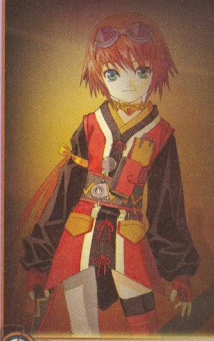
A replica of a belt worn by a hero popular with kids, their moms and even adult fans!

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Greenlight Stone x1, Rare Metal x1, Wing Fan x1

Rita



ADVENTURER'S CANTEEN

A canteen from Mantaic Inn. Very useful on a long journey.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

DEVIL OUTFIT

A set of devil's wings and tail. Wicked!

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Bat Wing x4, Devil's Sickle x1, Steel Arrow Head x3, Spirit Fragment x1

GIANT SCROLL

A scroll full of ninjutsu skills. Use it on days when you feel like being a ninja.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Grimoire Page x15, Toad Oil x1, Jet-black Ink x1

HAROLD'S MASK

A mask worn by the mad scientist from "The Liberation of Fate."

BUY	SYNTHESIS	SELL
7000	-	-

SYNTHESIS MATERIALS

-

MYSTIC GEM

A mysterious gem said to have magical (?) powers. It won't make you popular or change your life though.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Hoof x2, Mane x2, Tolbyccian Water x5

RED BUNNY EARS

These are just annoying! I don't care for these one bit!

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

SACRED ROPE

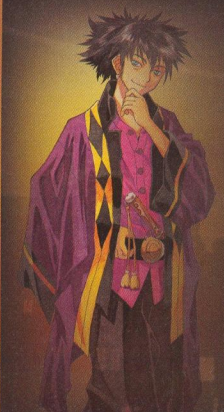
A rope that was tied around a sacred tree. Much larger and heavier than it looks.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Boar Fur x5, Ilyccia Weed x2, Sacred Tree x1, Ape Man Coat x3, Hypionian Tree Bark x3

Raven



BLINDFOLD

Don't rely on sight! Just sense what's around you!

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Mandrake Eye x1, Pitch-black Ink x1, Bat Wing x5

CALABASH POTION

This is what I'm talking about! Can't resist a sip of these after battle.

BUY	SYNTHESIS	SELL
50,000	-	-

SYNTHESIS MATERIALS

-

STRAW MASK

A mask worn by apprentice monks. Stuffy and hard to see through!

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Hypionian Tree Bark x8, Scaly Dragon Skin x4, Merman Fin x1

STYLISH CANTEEN

A canteen from Mantaic Inn. The design adds style to an ordinary outfit.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

Judith



ANTENNA GUARD

Protects those important tentacles. A must for a Krityan lady.

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

CHIC CANTEEN

A canteen from Mantaic Inn. The stylish design is simply stunning!

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

CUTE BUNNY EARS

Wonder why some find these so irresistible? Men can be so strange…

BUY	SYNTHESIS	SELL
-	-	-

SYNTHESIS MATERIALS

-

HAIRPINS

An accessory used to pin up one's hair. A simple, yet elegant design.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Sharp Beak x1, Desier Gold Dust x5, Cactus Needles x2

TINY DRAGON

A stuffed doll that looks like Ba'ul. You won't feel lonely with this around.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Lizardman's Weapon x1, Scaly Dragon Skin x8, Demon Bone x15,Spirit Fragment x1

VALKYRIE

A replica helmet worn by a mythical goddess. It has no protective powres, but it sure looks cool!

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Red Star Gem x 1, Weccea Ore x15, Naevimetal x15, Silver Ore x15

VISOR

Protects your eyes when flying high speed through the skies.

BUY	SYNTHESIS	SELL
-	3000	-

SYNTHESIS MATERIALS

Red Lens x1, Scaly Dragon Skin x3, Great Raptor Beak x1

SYNTHESIS MATERIALS

Synthesizing allows you to craft items, equipment, and useful items that are oftentimes better than what is available in the shops. Unless you are short on Gald, it is a good idea to keep the ingredients collected during your travels for use with later synthesizing recipes. If you find that you are in need of a particular ingredient, use the following information to learn which creatures you need to hunt to collect the necessary item.



ACORN HELMET

A helmet made of a large acorn. It's hollowed out, leaving only the outer shell.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gobligle, Gobley



AER AGARIC

A fungus that feeds and grows on aer. Causes strong hallucination effects if eaten.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Minicold, Audreitz, Agaric, Poisey



AIR STONE

A stone that slightly floats in mid-air. You can't tell it's floating until you take a close look.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Soya, Orge, Peepit



ANTIBIOTICS

A medical supply that can cure poison. You need to know how to use it to handle it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Goliath, Goliath Memory



APE MAN COAT

Thick, rough, wire-like hair of an ape-man. Don't they hurt themselves with these hairs?

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Seasidy, Grobley, Poisey, Venomey



APHID

This is just an ordinary aphid. Don't have any idea what it is used for.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Giant Beetle



ARMADILLO SPIKE

The spike of a mutated armadillo. Watch out for their roll attacks.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Spikadillo



BASILISK SCALE

A very hard scale compared to that of other monsters. It's as if it were made of stone

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Basilisk, Black Basilisk, Spinosaurus



BAT WING

A pair of bat wings. Despite the way it looks, some regions use it to ward off evil.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Bat, Black Bat, Thunder Bat



BEAR CLAW

A claw collected from bear type monsters. Slightly different from those of an Eggbear.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Wrath Nail, Skinny



BEARSKIN

The hide of a black bear. Used for warm clothing in cold regions.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Egg Bear, Beast Bear, Grimza



BEAST SKIN

Extremely rare and is traded at a high price.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Wolf, Black Wolf, Wolf (Aersick), Lupile, Schwert



BIRD FEATHER (MEDIUM)

Each feather is extremely large with a thick bone. Not suitable for beddings.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Axe Beak, Axe Beak (Aersick), Bugle Beak, Swordbeak



BIRD FEATHER (SMALL)

A light and soft feather. It is virtually weightless.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Howler, Drillbeak, Hammerbeak

BLASTIUM ORE

Ore that contains aer. Used for making items with magic.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Golem, Roctus, Gear Golem

BLASTIUM ORE J

Contains the most magical powers of blastium ores. Very rare and very valuable.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gentlegolem

BLUE STAR GEM

A unique stone known as the star gem. It glows blue.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Superstar B

BOAR FUR

The stiff coat of a boar. Not suited for making human clothing.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rhinossus, Wild Boar

BROKEN DAGGER

Part of a dagger broken during battle. Still sharp and dangerous to leave behind.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Thief, Sand Thief, Seigle, Rogue, Bandido

BUCKET BEAK

A beak where pelicans store their food. Very thin and tears easily.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Bugle Beak

BUGLE BEAK

A beak shaped like a trumpet. It doesn't produce any noise.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Honker

BULL WING

Wing of a bull type monster. Said to serve as ears.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Brucis, Brucis Memory

BUNNY EAR WING

Taken from a rabbit that uses its ears as wings. Longer than that of a normal rabbit and has floating magic.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rabtor

CACTUS NEEDLES

Some sharp needles from a cactus. Just touching it can hurt you. You don't want to stick your hand on these.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Cactus, Dryad, Green Spider

CHEAGLE FUR

The fur of a sacred creature that cries "mieu!" No creature of this kind has been found.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gentlemieu

COCKATRICE BEAK

A beak with petrify magic. It is not effective now though.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Great Cockatrice

COCKATRICE CLAW

A claw with some petrify magic. It is not sharp so its attack powers are weak.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Cockatrice, Passion Cockatrice, Great Cockatrice

CRAB SHELL

The outer shell of a giant crab. Looks like the leftover of someone's meal.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Crab Man, Aquates Assassin, Watergunner

CRYSTAL

Discharges electricity when pressure is applied. Used for various things.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Crystal Spirit, Crystea, Cornus

DARK STAR GEM

A unique stone known as the star gem. It constantly glows black.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Superstar D

DEMON BONE

A bone of decent size. It is relatively softer than that of a human's or animal's.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Maize, Orge, Soldier

DESIER GOLD DUST

Sand mixed with gold from the Desier continent. Collecting a lot and forging it may make you rich.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Sand Thief, Deadwreath, Clappit

DESIER IRON SAND

Sand with iron from the Desier continent. Much harder than ordinary iron sands.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Jun, Axigle, Cockatrice

DEVIL'S SICKLE

A sickle said to be used by the Grim Reaper. The edge is relatively sharp.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Nuggethopper, Giant Mantis, Flora Mantis, Death Mantis

DRAGON FOSSIL

The fossil of an extinct dragon. Contains special elements that can be used for fuel.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Judasey

DRAGON POWDER

Said to be the powder form of dried dragon's sweat. It is white and has no taste or smell.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Medusa Butterfly, Medusa Memory, Chimera Butterfly

EGGBEAR CLAW

A sharp and solid claw. Used in this form or grinded to a powder form. Used for various purposes.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Egg Bear, Beast Bear, Egg Bear (Aersick)

FAKE BOX FANG

A mimic's fang stained with the blood of many thieves.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Fake, Seed, Capiora

FILIFOLIA FRUIT

Filifolia fruit used for multiplication. A new filifolia will grow when planted.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Floating Filo

FILIFOLIA LEAF

A leaf collected from a filifolia type monster. Similar to a normal leaf, but the sap is different.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Filifolia, Filifolia Bud, Filiolia Puff, Alraune

FLARE STONE

A stone that never cools. Its temperature is just low enough to prevent burn injuries.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Fire Spirit, Gentlematch, Firebird

FLOCCUS

A fluffy floccus which was originally part of a plant seed. Used for blankets and bedding.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Filifolia Puff, Insect Plant, Alraune

FONSTONE

A prophecy is engraved, but no one can read it and the details are unknown.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gentlesinger

FRAGMENT OF HYPER-RESONANCE

An object that seems to be scraped by a strong resonance. Not a result of a natural phenomenon.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gentlereplica

FROST STONE

It's not ice, but a stone that stays cold. Holding it for a long time can cause frostbite.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Ice Golem, Ice Bat, Ice Spirit, Limewreath

FUNGUS POWDER

The spores of a fungus. Dangerous if inhaled.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Minicoid, Audreitz, Venomey

FUNGUS POWDER MX

A concentrated fungus powder. It is close to being in solid form.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Audreitz, Poisey

GEL BASE

The raw material of gels. Edible when processed, but is bland and odorless.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Polwigle, Minicoid, Axe Beak

GENTLEMAN'S TIE

A tie worn by a gentleman. You may want to carry a handkerchief with it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gentlematch, Gentleman, Gentlereplica

GEO STONE

Small but extremely heavy... Is it? Actually, it's not that heavy.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Roctus, Nuggethopper, Paincorn, Knight Fencer S

GIANT APHID

The largest aphid species. It has a high trade value on the black market.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gold Beetle

GOLDEN HORN

A shiny gold horn from a rhybgaro. Known to be a very rare item.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rhybgaro, Rhybgaro Memory

GOLDEN MANE

A shiny golden mane. It looks so gorgeous, it can get on your nerves.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rhybgaro, Rhybgaro Memory

GREAT CRAB SHELL

A person can fit into this shell. It would be nice to eat a crab this size for dinner!

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hermit Drill, Hermit Memory, Gigalarva

GREAT LEO FANG

Enormous fangs. Heavy, solid, and sharp, it can be used as a weapon by itself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Schwert

GREAT RAPTOR BEAK

A gigantic beak from an enormous bird. It will make a good weapon, but there's a stench.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Pterobronc, Pterobronc Memory

GREAT WOLF FANG

A very large fang of a wolf.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Fenrir, Fenrir Memory, Gattuso

GREEN STAR GEM

A unique stone known as the star gem. This is the green type.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Superstar G

GREENLIGHT STONE

A stone that glows green. No value as a gem.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gaina Firefly

GRIFFIN CLAW

The sharp claws of griffins. Many travelers lost their lives to these.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Griffin, Griffin Memory

GRIM CLAW

It quickly regenerates even when cut in this condition. Must contain a lot of life force.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Grimza

GRIMOIRE PAGE

A page out of a grimoire. Used as a catalyst. Isn't this dangerous?

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Sorceress, Witch, Witch Memory, July, High Knight Bishop

HIPPO BREATH
The solidified breath from a hippo's yawn. Talk about bad breath!

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hippo

HOLY HORN
A horn that grows on the forehead of unicorns. Its powder is known to cure any sickness.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Uniceros, Mounico, Ex Unicorn

HOOF
A hoof collected from a horse type monster. These hooves are shaped like a "U."

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rhybgaro, Rhybgaro Memory, Horse Raptor, Quietta

HUNTING POTION
A potion with a strong stimulating effect. Used to overcome fear when fighting monsters.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rye, Bre, Gingembre

HYPIONIAN CORAL
Coral that grows on the coast of the Hypionia continent. Shiny and very beautiful.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Peepit, Burglar, Octopoise

HYPIONIAN TREE BARK
A piece of bark from the Hypionian tree. The sap can be used for many things.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Square Shoulder, Erdas, Rasslebit, Burglar

ILYCCIA WEED
An ordinary plant that grows on Ilyccia continent.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Filifolia Bud, Tuliper, Chirpee, Axe Beak

ILYCCIAN ICE
Ice from the Ilyccia glacial region. Not possible theoretically, but this ice never melts.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Limewreath, Penguinist, Electrifish

INSECT HORN
The horn of a cool insect. The ones from its king are even cooler!

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Beetle, Cheiron, Silver Stag

INSECT WING
An extremely thin insect wing. Brittle and very fragile.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Bee, Deadwreath, Sonic Bee

IRON GRIP
Probably the handle of a sword. It wouldn't work as a weapon the way it is.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Knight Fencer. Knight Fencer S, Knight Warrior

IRON LEG
Some sort of leg made of metal. It's strange that the other parts are not found.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Murder, Guilty Murder, Trans Murder, Blade Murder

IRON TIP
Used as a spearhead and arrowhead. Poison was applied to it during war times. Scary...

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Knight Lancer, Knight Lancer A, Augusto

JAGGY FUR
Each hair is shaped in a jaggy form. Handle with care. Don't hurt yourself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Generator Boar

JET-BLACK INK
A black liquid excreted from mollusks. A good ingredient for cooking.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Jons, Aquicia, Octopoise

KNIGHT HOLY WATER
Blessed Knight Water only used during special ceremonies.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Knight Fencer F, Knight Halberd F, Erungar, Knight Fencer A

KNIGHT WATER
Water knights use this to cleanse themselves during a pilgrimage. Not for drinking.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Knight Fencer, Knight Lancer, Knight Guard, Knight Warrior

LARGE CLAWS
The claw of a lobster or crab type monster. Like a pair of scissors, but can't be used for the same purpose.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Watergunner, Scissorbeak, Crab Man

LEO FANG
Sharp fangs collected from lion type monsters.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Loewe, Schwert

LIGHT STAR GEM
A unique stone known as the star gem. It constantly glows white.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Superstar S

LIZARDMAN'S WEAPON
Weapons used by a lizardman. Heavier than weapons used by humans. How do they wield this?

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Strong Lizard, Lizardman

LONG HORN
The horn of a buffalo type monster. The tips are slightly curved, but it is still dangerous if hit by them.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Brutal

LONG NEEDLE
A very long needle from some plant. You can't use it to sew, though.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Giant Bee, Sonic Bee, Spikkit, Giant Bee (Aersick)

MAGIC RESIN
Liquid concentrated with magical powers. Created by refining magic sap.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Leaf Bat, Grasshopper, Seed

MANDRAKE EYE
The eye of a mandrake with a dreadful scream. Used as a catalyst.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Mandragora, Agaric, Mandragora (Aersick)

MANE
A fluffy and soft mane. Very soft and makes a good scarf.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rhinossus, EX Unicorn, Mounico

MEDICAL HERB
An herb that is good for recovering physical strength. Needs to be processed before use.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Filifolia Bud, Treant, Insect Plant

MERMAN FANG
Fangs of a merman. Very sharp compared to that of a wolf's. Need care when handling.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Predafish, Teethee, Gigafish

MERMAN FIN
A large fin unlike that of a fish's. Very flexible and elastic.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Merfish, Gigafish, Electrifish, Boost Merfish

MERMAN'S WEAPON
A weapon used by a merman. It is similar to a human weapon.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gigafish, Electrifish, Teethee

MIGHT ORB
Little is known about this orb, but it is said to contain high magical powers. Used as a catalyst to enhance physical magic.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Johann, Johann Memory, Warrior

MYSTERIOUS PIECE
A strange piece. I don't even remember why this is in my hands now..

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Outbreaker, Breaker Memory

MYSTIC CLOTH

No one knows who made this cloth, what material it is made from, or how it was made.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Lett, Bronze, Titane

MYSTIC ORB

A mysterious orb that contains magic powers. Not known if it is an authentic or artificial object.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Pearllit, Fancy Parasol, Quadra

NAEVIMETAL

A rare growing metal. It is dangerous since it can eat away at other creatures.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hammer Golem, Giant Mantis, Gear Golem

ORANGE STAR GEM

A unique stone known as the star gem. This is the orange type.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Superstar O

PARALYZE POWDER

A dangerous powder that can paralyze one when inhaled. Often used for powerful medicines.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Ratwigle, Thunder Bat, Generator Boar

PEEPIT EGG

Not good for cooking and usually used as fuel.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Mandrawigle, Clukkit

PINEY CONE

A spiky fruit. Not edible. Animals won't touch it either.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Paincorn

PITCH-BLACK INK

The color is darker than ordinary ink. Almost pure black and used as a valuable pigment.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Aquicia

POW HAMMER BEAK

A beak shaped like a pow hammer. Makes a weird popping noise when hitting with it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hammerbeak

POWER LIGHT

Power flows through your body by just touching it. Or maybe it's just my imagination.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gattuso, Gattuso Memory

RABBIT EAR

A rabbit ear. Soft, yet relatively durable.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Bunwigle, Rabbigo

RABBIT FUR

Fluffy and furry bunny fur. Often used for clothes.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rabbigo, Rabbio, Bunwigle

RAINBOW LENS

A strange lens that emits all seven colors of the rainbow from every angle.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Khroma Dragon, Khroma Memory

RARE METAL

An extremely rare metal ore said to be fictional. Very solid and difficult to process.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Poseidon, Poseidon Memory

RED BLOSSOM

The bud of a red flower. Still not ready to bloom, but contains a special syrup inside.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Tuliper, Mandragora, Mandragora (Aersick)

RED LENS

Lens equipped by members of Leviathan's Claw. Can you see with that?

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Plomb, Cuivre, Argent, Lett

RED STAR GEM

A unique stone known as the star gem. It glows red.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Superstar R

RHINO HORN

A light, yet solid horn collected from a Rhino type monster. It is useful because of its light weight.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Black Rhino, EX Rhino, Rhino

ROPER TENTACLE

The tentacle of a magic creature. Covered with a slimy fluid. Yuck!

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Green Roper, Blue Roper, Red Roper

ROSE

A beautiful rose. When dipped into aer, its substance changes and turns solid.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Rosa Camellia, Tweeny, Rosa Gigantia

RUBBER SKIN

A piece of bark from a rubber tree. Used to make rubber. This item is worthless before being processed.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Jet Balloon, Tiredillo, Ballon Ghost

SACRED TREE

A twig taken from a sacred tree. It is definitely different from an ordinary twig.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Treant, Blooms, Limewreath

SCALY DRAGON SKIN

A cluster of heat resistant scales. It can be used as a shield by itself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Heavy bottom, Axigle, Fantail

SCORPION TAIL

A scorpion tail that contains deadly venom. Not capable of emitting poison by itself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Sworpion, Deathseeker

SHARP BEAK

An extremely sharp bird's beak. It can be used as a weapon by itself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hawk, Eon Raptor, Penguinist

SHARP BLADE

The blade of a weapon. It's sharp, so watch out when handling it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Strange Bat, Swordbeak, Blade Murder

SHELL

The outer shell of a sea creature. You can hear the sound of the ocean if you put your ear against it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Aquicia, Jons, Seasidey

SHIELD LIGHT

Your muscles seem to become solid just by touching it. Or maybe it's just my imagination.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Dreaded Giant

SILVER ORE

You can obtain silver by refining this. It is of no value by itself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hammer Golem, Knight Guard, Roctus

SOFT TAIL

A long flexible tail that does not contain any bones.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Polwigle, Squirrigle, Thornwigle

SOLID THORN

A sharp thorn. It often grows on beautiful things.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Trifid, Square Shoulder, Filihelia

SOUL GRASS

An herb said to be good for revitalizing one's health. Needs to be processed before use.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Trifid, Leaf Bat, Howler



SPEED LIGHT

Touching it will make you feel as light as air. Or maybe it's just my imagination.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Pteropus, Leader Bat, Pteropus Memory

SPICY POTION

A very hot potion for grown-ups. Keep it away from the kids!

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gigalarva, Gigalarva Memory

SPIDER WEB

A web made by a monster spider. Very elastic and durable compared to normal webs.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Spider, Green Spider

SPIRIT FRAGMENT

Don't know if this is really a spirit or not, but it is intangible. It won't curse you if you touch it, though.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Hysteric Purplie, Poltergeist, Anchorgeist

SPRING OF WISDOM

An orb said to hold memories from an ancient time. It is just a legend though…

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Alexei, Alexei Memory

STEEL ARROW HEAD

An arrowhead made of steel. It is so sharp it can be used as a weapon by itself.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Zinc, Etain, Fer

STINKY BAG

Don't want to know what's in this bag. To be honest, you probably don't even want to carry it around.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Greater Skunky, Skunky

STRANGE MIRROR

A mirror that does not show human reflections. It reflects everything else normally. Hmm… I wonder why?

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Estellise

STRANGE STONE

An extremely rare ore. "Strange" doesn't mean its shape.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Gusios, Gusios Memory

STRONG VINE

This vine will never break no matter how much force you exert. Don't whip someone with it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Insect Plant, Trifid, Filihelia

TOAD OIL

Oil collected from amphibian type monsters. Very useful as lubricant, but has a slight odor.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Ribbit, Spikkit, Rasslebit

TOLBYCCIAN FISH

Fish found mainly around Tolbyccia. It tastes bad and can't be used for food.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Howler, Spinosaurus, Beetle

TOLBYCCIAN WATER

Mineral water found only on the Tolbyccia continent. Also known as the "Springs of Tolby."

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Grasshopper, Tortoise, Sawtosaw

TORTOISE SHELL

The outer shell of a long living sea creature. Extremely hard and used to prevent enemy attacks.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Tortoise, Erdas, Roctoise

TORTOISE TAIL

The tail of a tortoise usually hidden under its shell. Much heavier than it looks.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Cannosso, Crystea, Erdas

TOUGH LEATHER

A very tough piece of leather. How do these creatures move with skin this tough?

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Black Rhino, Rhino, Lizardman

TREANT FLOWER

A flower that blooms on treants. Contains aer and is often used for magic equipments.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Blooms

WATERPROOF CLOTH

A fabric that completely repels water and can be used for waterproof clothing.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Fancy Parasol, Strange Bat

WECCEA ORE

An ore found on the continent of Weccea. It can be melted down under relatively low heat and is easy to process.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Roctoise, Skunky, Greater Skunky

WECCEAN LIZARD FOSSIL

A lizard fossil. Very valuable for research.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Roctoise, Superstar D, Strong Lizard

WING FAN

A wing shaped like a paper fan. Its soft and makes you want to slap people with it.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Popper

WOLF FANG

A sharp fang. Not as sharp as the tip of a sword or needles. It's the bite pressure from the jaws that makes them deadly.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Wolf, Black Wolf, Skinny, Wolf (Aersick)

YURZO CRYSTAL

A rare crystal that formed after a tree burns and crystallized.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Blooms, Paincorn, Venomey, Flora Mantis

YURZO FRUIT

The fruit of a Yurzo tree. You need to boil it for some time before it is edible.

BUY	SYNTHESIS	SELL
-	-	100

Dropped By: Ex Rhino, Bigger Balloon, Killer Bee

COOKING

Every fighting force requires hearty meals to bolster its resolve and Brave Vesperia is no exception! While Cooking is not required to progress through the game, it is a handy way to boost your defenses and attack power before battle and helps refill your HP and TP reserves after the fight is over.

The following information provides everything you need to become a master chef! As a culinary novice, you start out learning to make a basic Sandwich and work up to more complex and satisfying recipes like Vegetable Stir Fry and Beef Stew. The different recipes provide different benefits and the more advanced the recipe, the greater the effects. Cooking can be a demanding science and you won't always succeed at preparing the meal you intend. Practice makes perfect though and the more times you attempt a recipe, the better you become at preparing it. A well-used recipe book and a plentiful supply of ingredients can really cut down on your use of more expensive consumables like Gels and often provides the extra edge necessary to survive tough battles.



Unless your party has just eaten, you can always cook by using the Cooking menu to select which recipe to prepare and which character should cook it. You can also use this menu to set up to four recipe shortcuts for use immediately after battle. Keep ingredients on hand and make it a habit to cook after every fight to master recipes in no time.

When a character has cooked a recipe for a certain amount of time, that character can sometimes learn a new recipe. Use different characters to cook and practice different recipes. Some recipes are only learned by first mastering another recipe. For instance, you learn how to make a Rice Ball once Estelle has had quite a bit of practice making Sandwiches. Another way to find new recipes is to seek out the Wonder Chef. This crafty culinary artist often disguises himself as a normal everyday object, forcing his would-be students to look for him carefully. Keep your eyes peeled for inanimate objects that are a bit more animated than they should be. Each time you find the Wonder Chef he rewards you with a new recipe!







SANDWICH

Egg salad sandwiched between two slices of bread.

INGREDIENTS	EFFECT	LEARNED FROM
Bread, Egg	Restores 10% of Max HP.	Tutorial-Quoi Woods



OMELETTE RICE

The harmony between eggs, ketchup and rice is to die for!

INGREDIENTS	EFFECT	LEARNED FROM
Rice, Egg, Onion, Chicken	Restores 10% of Max HP and TP.	Karol-Beef Bowl



RICE BALL

Rice rolled into a ball with a salmon filling.

INGREDIENTS	EFFECT	LEARNED FROM
Rice, Dried Seaweed, Salmon	Restores 15% of Max HP and TP.	Estelle-Sandwich



CURRY

An all-time favorite dish made from a blend of spices.

INGREDIENTS	EFFECT	LEARNED FROM
Meat, Rice, Potato, Onion, Carrot	Restores 30% of Max HP.	Wonder Chef-Mantaic



BEEF BOWL

A scrumptious bowl of rice topped with beef and tofu.

INGREDIENTS	EFFECT	LEARNED FROM
Rice, Beef, Onion	Restores 20% of Max HP.	Yuri-Rice Ball



MEAT SAUCE

Take caution when wearing white!

INGREDIENTS	EFFECT	LEARNED FROM
Sticky Flour, Tomato, Onion, Pork	Restores 15% of Max HP and TP.	Karol-Omelette Rice



CREAM STEW

The heavenly cream sauce is perfect with potatoes.

INGREDIENTS	EFFECT	LEARNED FROM
Milk, Potato, Carrot, Onion, Chicken	Restores 40% of Max HP.	Wonder Chef-Myorzo

UDON NOODLES HOT POT

These noodles are piping hot! Don't scorch your tongue!

INGREDIENTS	EFFECT	LEARNED FROM
Sticky Flour, Shrimp, Squid, Shiitake, Napa Cabbage, Egg	Restores 50% Max HP.	Yuri-Pork Miso Soup

MABO CURRY

It's been said that this dish is for heroes.

INGREDIENTS	EFFECT	LEARNED FROM
Rice, Onion, Tomato, Potato, Tofu	Restores 25% of Max HP and TP.	Wonder Chef in Nordopolica (learn all other recipes)

SALISBURY STEAK

A juicy meat patty topped with a savory sauce.

INGREDIENTS	EFFECT	LEARNED FROM
Beef, Egg, Onion	Increases Physical Attack by 3%.	Wonder Chef-Aspio

FISH WITH MISO SAUCE

The miso sauce goes well with steamed rice.

INGREDIENTS	EFFECT	LEARNED FROM
Rice, Mackerel, Miso	Increases Physical Defense by 5%.	Wonder Chef-Heliord

PORK STEW

These tender pork loins just melt away in your mouth.

INGREDIENTS	EFFECT	LEARNED FROM
Pork, Radish, Kelp	Increases Physical Attack by 5%.	Rita-Beef Bowl

SASHIMI

A delicacy consisting of raw, very fresh, thinly sliced seafood.

INGREDIENTS	EFFECT	LEARNED FROM
Tuna, Mackerel, Salmon, Scallop, Squid	Increases Physical Defense by 10%	Raven-Salad

KEBAB SANDWICH

Pita bread stuffed with meat and vegetables.

INGREDIENTS	EFFECT	LEARNED FROM
Bread, Beef, Lettuce, Tomato	Increases Physical Attack by 7%.	Wonder Chef-Nordopolica

SEAFOOD BOWL

A bowl of rice topped with a variety of fresh seafood. Tasty!

INGREDIENTS	EFFECT	LEARNED FROM
Rice, Tuna, Salmon, Scallop, Shrimp, Cucumber	Increases Physical Defense by 15%.	Event in Nor Harbor, Chapter 2

SUKIYAKI

Thin slices of beef and vegetables cooked in a sweet soy sauce.

INGREDIENTS	EFFECT	LEARNED FROM
Beef, Napa Cabbage, Shiitake, Tofu, Egg	Increases Physical Defense by 15%.	Judith-Japanese Stew

SUSHI

A delicacy of vinegared rice and fresh fish.

INGREDIENTS	EFFECT	LEARNED FROM
Fish, Rice, Dried Seaweed, Kelp	Increases Physical Defense by 25%.	Karol-Sashimi



FRIED CHICKEN AND FRIES

A set of french fries and fried chicken. Perfect for parties.

INGREDIENTS	EFFECT	LEARNED FROM
Chicken, Potato	Increases Magic Defense by 10%.	Wonder Chef-Torim Harbor



CLAM CHOWDER

Made with broth filled with all the goodness of the ocean!

INGREDIENTS	EFFECT	LEARNED FROM
Onion, Scallop, Potato	Increases Magic Defense by 60%.	Estelle-Miso Soup



SCOTTISH EGG

A hard boiled egg wrapped with meat and fried with bread crumbs.

INGREDIENTS	EFFECT	LEARNED FROM
Meat, Egg, Tomato	Increases Magic Defense by 20%.	Estelle-Fried Chicken and Fries



VICHYSSOISE

A potato soup usually served cold.

INGREDIENTS	EFFECT	LEARNED FROM
Sticky Flour, Milk, Potato	Increases Magic Defense by 80%.	Nam Cobanda Isle



CROQUETTE

A deep fried potato morsel with a light, crispy texture.

INGREDIENTS	EFFECT	LEARNED FROM
Meat, Potato, Onion	Increases Magic Defense by 30%.	Wonder Chef-Yormgen



PORK MISO SOUP

A hearty soup with chunks of vegetable and pork in a miso broth.

INGREDIENTS	EFFECT	LEARNED FROM
Pork, Tofu, Carrot, Miso	Increases Magic Defense by 100%.	Estelle-Vichyssoise



OKONOMIYAKI

A hearty pan-fried meal cooked with various ingredients.

INGREDIENTS	EFFECT	LEARNED FROM
Meat, Sticky Flour, Egg, Shrimp, Squid, Cabbage	Increases Magic Defense by 40%.	Raven-Scottish Egg



SALAD

Greens are good for you! Try them without dressing.

INGREDIENTS	EFFECT	LEARNED FROM
Lettuce, Tomato, Cucumber	Increases Agility by 20%.	Wonder Chef-Ghasfarost



TEMPURA

A dish of deep fried, lightly battered seafood or vegetables.

INGREDIENTS	EFFECT	LEARNED FROM
Vegetable, Sticky Flour, Shrimp, Squid, Egg, Chicken	Increases Magic Defense by 50%.	Judith-Croquette



JAPANESE STEW

A traditional home cooked meal. It's difficult to get the flavoring just right.

INGREDIENTS	EFFECT	LEARNED FROM
Radish, Squid, Kelp	Increases Agility by 40%.	Judith-Pork Stew



MINESTRONE SOUP

A soup made with sun-ripened tomatoes. Very nutritious!

INGREDIENTS	EFFECT	LEARNED FROM
Onion, Tomato	Increases Magic Defense by 20%.	Wonder Chef-Dahngrest



VEGETABLE STIR FRY

A nutritious dish that can be made with any kinds of vegetables.

INGREDIENTS	EFFECT	LEARNED FROM
Meat, Cucumber, Carrot, Onion	Increases Agility by 60%.	Rita-Salad



MISO SOUP

A traditional soup made with a miso broth.

INGREDIENTS	EFFECT	LEARNED FROM
Tofu, Radish, Miso	Increases Magic Defense by 40%.	Estelle-Minestrone Soup



SOUP NOODLES

Noodles and stir fried vegetables served in a light chicken broth.

INGREDIENTS	EFFECT	LEARNED FROM
Sticky Flour, Pork, Cabbage, Onion, Carrot	Increases Agility by 100%.	Raven-Vegetable Stir Fry

SORBET

A frozen and refreshing dessert made with fruit juice.

INGREDIENTS	EFFECT	LEARNED FROM
Fruit, Milk	Restores 10% of Max TP.	Wonder Chef-Capua Nor

PUDDING

A creamy custard dessert with a rich caramel sauce.

INGREDIENTS	EFFECT	LEARNED FROM
Milk, Egg	Restores 20% of Max TP.	Yuri-Sorbet

CAKE

A sweet treat topped with a big, red strawberry. De-lish!

INGREDIENTS	EFFECT	LEARNED FROM
Milk, Egg, Strawberry	Restores 30% of Max TP.	Yuri-Pudding

CREPE

A very thin pancake eaten with fresh cream and fruit.

INGREDIENTS	EFFECT	LEARNED FROM
Milk, Egg, Kiwifruit, Banana	Restores 40% of Max TP.	Wonder Chef-Aurnion

FRUIT PARFAIT

Fruits, ice cream and pudding! Oh my!

INGREDIENTS	EFFECT	LEARNED FROM
Fruit, Milk, Egg	Restores 50% of Max TP.	Rita-Crepe

DOG FOOD

Um...dogs seem to find this tasty.

INGREDIENTS	EFFECT	LEARNED FROM
Any Recipe	Restores 1% HP and 1% TP.	Repede knows this recipe automatically!

INGREDIENTS

INGREDIENTS	BUY	SELL
APPLE	40	20
BANANA	20	10
BEEF	100	50
BREAD	80	40
CABBAGE	50	25
CARROT	40	20
CHICKEN	80	40
CUCUMBER	40	20
DRIED SEAWEED	30	15
EGG	20	10
KELP	20	10
KIWIFRUIT	40	20
LETTUCE	50	25
MACKEREL	40	20
MILK	20	10
MISO	150	75
NAPA CABBAGE	40	20

INGREDIENTS	BUY	SELL
ONION	30	15
ORANGE	20	10
PEACH	40	20
PORK	80	40
POTATO	30	15
RADISH	40	20
RICE	80	40
SALMON	40	20
SCALLOP	60	30
SHIITAKE	50	25
SHRIMP	40	20
SQUID	40	20
STICKY FLOUR	50	25
STRAWBERRY	20	10
TOMATO	40	20
TOFU	20	10
TUNA	80	40

MONSTER BOOK

This chapter is your guide to completely filling out the in-game Monster Book. Use the Habitat info found here to seek out those enemies that have eluded you and use a Magic Lens on them to record their data in the Monster Book. This is especially helpful for knowing which enemies to steal from and also where each of the Giganto Monsters are located.

Please note that the following information applies to the Normal difficulty setting. The values may differ depending on the difficulty setting.

HUMAN

0 Knight Fencer



Resistance -
Weakness -

15 EXP
3 LP
24 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Knight Water, Iron Grip, Apple Gel
Steal: Iron Grip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
5	560	30	72	124	32	28	24

4 Knight Fencer F



Resistance -
Weakness -

117 EXP
4 LP
232 GALD

Habitat: The Weasand of Cados
Drop: Knight Holy Water, Iron Grip, Orange Gel
Steal: Knight Holy Water

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	10603	142	402	317	187	134	178

8 Knight Lancer



Resistance -
Weakness -

16 EXP
3 LP
23 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Knight Water, Iron Tip, Orange Gel
Steal: Iron Tip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
5	520	20	77	112	28	25	20

1 Knight Guard



Resistance -
Weakness -

109 EXP
4 LP
184 GALD

Habitat: The Weasand of Cados
Drop: Knight Water, Silver Ore, Knight Holy Water
Steal: Silver Ore

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
32	10456	169	379	324	226	108	169

5 Knight Fencer S



Resistance -
Weakness -

156 EXP
4 LP
460 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Knight Holy Water, Iron Grip, Orange Gel, Sticky Flour
Steal: Geo Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
42	15280	140	468	366	209	258	217

9 Knight Catcher



Resistance -
Weakness -

107 EXP
4 LP
219 GALD

Habitat: The Weasand of Cados
Drop: Knight Water, Iron Tip, Orange Gel, Knight Holy Water
Steal: Iron Tip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	10234	135	365	333	178	145	154

2 Knight Warrior



Resistance -
Weakness -

148 EXP
3 LP
444 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Knight Water, Iron Grip, Apple Gel
Steal: Iron Grip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	13200	123	455	356	105	120	130

6 Knight Warrior A



Resistance -
Weakness -

285 EXP
4 LP
771 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Knight Holy Water, Iron Grip, Lemon Gel, Rice
Steal: Iron Grip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	26899	99	568	435	122	298	110

10 Knight Halberd



Resistance -
Weakness -

70 EXP
3 LP
114 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
25	5300	126	265	293	68	76	73

3 Knight Fencer A



Resistance -
Weakness -

251 EXP
4 LP
520 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Knight Holy Water, Iron Grip, Orange Gel, Zephyrus
Steal: Knight Holy Water

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	22568	119	533	402	177	224	149

7 Grain



Resistance -
Weakness -

133 EXP
4 LP
216 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Demon Bone, Potato
Steal: Hunting Potion

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	9900	188	377	310	144	125	175

11 Knight Halberd A



Resistance -
Weakness -

167 EXP
4 LP
344 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Knight Holy Water, Iron Tip, Lemon Gel, Knight Sword
Steal: Iron Tip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	13600	126	485	378	256	269	151

12 Knight Halberd F



Resistance -
Weakness -

112 EXP
4 LP
242 GALD

Habitat: The Weasand of Cados
Drop: Knight Holy Water, Iron Tip
Steal: Iron Tip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	11064	125	400	331	187	102	210

13 Erungar



Resistance -
Weakness -

80 EXP
4 LP
170 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Knight Holy Water, Iron Tip, Pineapple Gel, Bread
Steal: Pineapple Ge

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	9400	110	314	222	115	145	164

14 Erungar Memory



Resistance -
Weakness -

10000 EXP
10 LP
5000 GALD

Habitat: Labyrinth of Memories
Drop: Knight Holy Water, Iron Tip, Pineapple Gel
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	79600	324	830	790	290	312	204

15 Knight Lancer A



Resistance -
Weakness -

243 EXP
4 LP
616 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Knight Holy Water, Iron Tip, Life Bottle, Milk
Steal: Iron Tip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	20007	193	516	389	210	312	173

16 Knight Lancer S



Resistance -
Weakness -

145 EXP
4 LP
446 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Knight Holy Water, Iron Tip, Melange Gel, Egg
Steal: Life Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	13925	123	478	369	210	108	222

17 Augusto



Resistance -
Weakness -

0 EXP
3 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Iron Tip
Steal: Iron Tip

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	23400	276	522	403	186	157	246

18 Rye



Resistance -
Weakness -

140 EXP
3 LP
230 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Hunting Potion, Rice
Steal: Demon Bone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	11500	130	412	366	50	66	100

19 Bandido



Resistance -
Weakness -

36 EXP
4 LP
111 GALD

Habitat: The Tower of Gears, Ghasfarost
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
18	3100	67	192	170	79	81	121

20 Bandido



Resistance -
Weakness -

57 EXP
4 LP
134 GALD

Habitat: The Tower of Gears, Ghasfarost
Drop: Broken Dagger, Tolbyccian Water, Egg
Steal: Broken Dagger

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
21	3300	91	243	270	108	91	128

21 Bandido Memory



Resistance -
Weakness -

3000 EXP
4 LP
1500 GALD

Habitat: Labyrinth of Memories
Drop: Broken Dagger, Tolbyccian Water
Steal: Broken Dagger

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	16500	421	582	547	304	182	220

22 Jugem



Resistance -
Weakness -

59 EXP
4 LP
133 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Broken Dagger, Lettuce
Steal: Broken Dagger

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	12544	71	340	260	112	100	143

23 Jugem Memory



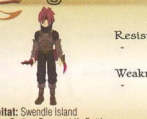
Resistance -
Weakness -

10000 EXP
10 LP
5000 GALD

Habitat: Labyrinth of Memories
Drop: Broken Dagger
Steal: Broken Dagger

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
61	74800	244	798	712	680	566	450

24 Rogue



Resistance -
Weakness -

50 EXP
4 LP
108 GALD

Habitat: Swendle Island
Drop: Broken Dagger, Life Bottle
Steal: Broken Dagger

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
22	5982	99	210	187	106	104	126

25 Thief



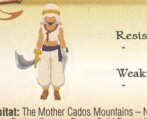
Resistance -
Weakness -

47 EXP
4 LP
64 GALD

Habitat: Eastern Muluroccia Peninsula
Drop: Broken Dagger, Apple Gel, Life Bottle, Bread
Steal: Broken Dagger

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	2000	68	180	178	79	56	99

26 Sand Thief



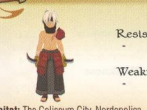
Resistance -
Weakness -

100 EXP
4 LP
184 GALD

Habitat: The Mother Cados Mountains – Northern Desert
Drop: Broken Dagger, Desier Gold Dust, Life Bottle, Sticky Flour
Steal: Takamikazuchi

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
31	8600	99	356	245	196	178	172

27 Jun



Resistance -
Weakness -

120 EXP
3 LP
455 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Broken Dagger, Desier Iron Sand
Steal: Desier Iron Sand

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	17500	242	420	326	120	168	324

28 Bre



Resistance -
Weakness -

422 EXP
3 LP
659 GALD

Habitat: The Erealumen Crystallands
Drop: Broken Dagger, Hunting Potion, Panacea Bottle, Milk
Steal: Hunting Potion

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	28611	251	642	400	444	407	295

29 Soya



Resistance -
Weakness -

123 EXP
3 LP
247 GALD

Habitat: Mt. Temza
Drop: Broken Dagger, Hunting Potion, Air Stone, Potato
Steal: Hunting Potion

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	10456	155	412	322	188	264	199

30 Pepe



Resistance -
Weakness -

99 EXP
4 LP
246 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Broken Dagger, Hunting Potion
Steal: Hunting Potion

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	10087	151	388	288	160	188	194

31 Seigle



Resistance -
Weakness -

0 EXP
3 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Broken Dagger, Hunting Potion, Melange Gel, Panacea Bottle
Steal: Hunting Potion

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	31200	208	562	536	326	205	267

32 Soldier



Resistance -
Weakness -

52 EXP
4 LP
195 GALD

Habitat: The Tower of Gears, Ghastarost
Drop: Demon Bone, Lemon Gel, Milk
Steal: Demon Bone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
23	4200	89	255	300	103	48	78

33 Soldier



Resistance -
Weakness -

3000 EXP
4 LP
1500 GALD

Habitat: Labyrinth of Memories
Drop: Demon Bone, Lemon Gel
Steal: Demon Bone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
59	20000	272	654	600	188	104	122

34 Johann



Resistance -
Weakness -

120 EXP
4 LP
196 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Demon Bone, Pineapple Gel, Might Orb, Tsurugi
Steal: Tomato

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	13450	139	276	195	115	65	161

35 Johann Memory



Resistance -
Weakness -

10000 EXP
10 LP
5000 GALD

Habitat: Labyrinth of Memories
Drop: Demon Bone, Pineapple Gel, Might Orb, Tsurugi
Steal: Demon Bone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
61	88862	200	866	712	330	600	199

36 Warrior



Resistance -
Weakness -

120 EXP
3 LP
258 GALD

Habitat: Mt. Temza
Drop: Demon Bone, Might Orb
Steal: Might Orb

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	11520	110	408	270	119	82	99

37 Burglar



Resistance -
Weakness -

141 EXP
3 LP
312 GALD

Habitat: Eastern Hypionia
Drop: Demon Bone, Lottery Gel, Hypionian Coral, Tofu
Steal: Hypionian Tree Bark

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	10479	140	347	247	146	114	119

38 Savage Helm



Resistance -
Weakness -

1000 EXP
3 LP
1000 GALD

Habitat: Labyrinth of Memories
Drop: Demon Bone, Kelp
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
75	57750	455	1000	920	330	315	288

39 October



Resistance -
Weakness -

0 EXP
3 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	28080	276	589	502	248	214	190

40 Orge



Resistance -
Weakness -

125 EXP
3 LP
251 GALD

Habitat: Mt. Temza
Drop: Demon Bone, Hunting Potion, Poison Bottle, Air Stone
Steal: Radish

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	11860	146	422	355	95	82	83

41 Maize



Resistance -
Weakness -

404 EXP
3 LP
624 GALD

Habitat: The Erealumen Crystallands
Drop: Demon Bone, Hunting Potion, Paralysis Bottle, Sticky Flour
Steal: Hunting Potion

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
52	30000	260	612	477	165	290	162

42 Gingembre



Resistance -
Weakness -

363 EXP
3 LP
699 GALD

Habitat: The Erealumen Crystallands
Drop: Demon Bone, Hunting Potion, Stone Bottle
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
54	31260	242	675	480	202	326	192

43 Barley



Resistance -
Weakness -

136 EXP
3 LP
345 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Demon Bone, Hunting Potion, Bread
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	13300	177	440	368	80	72	75

44 Lett



Resistance ✱
Weakness ✖

39 EXP
4 LP
74 GALD

Habitat: Port of Capua Nor
Drop: Red Lens, Mystic Cloth, Magic Lens
Steal: Red Lens

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	2000	73	166	155	85	65	100

45 Bronze



Resistance ✱
Weakness ✖

62 EXP
4 LP
106 GALD

Habitat: The Den of Guilds, Dahngrest
Drop: Red Lens, Mystic Cloth, Magic Lens
Steal: Mystic Cloth

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
20	3450	142	226	251	187	142	210

46 Titane



Resistance ✱
Weakness ✖

98 EXP
3 LP
184 GALD

Habitat: The Rising City, Heliord
Drop: Red Lens, Mystic Cloth, Magic Lens
Steal: Red Lens

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	10020	150	345	302	209	240	220

47 Plomb



Resistance ✱
Weakness ✖

189 EXP
3 LP
344 GALD

Habitat: Manor of the Wicked
Drop: Red Lens, Mystic Cloth, Magic Lens
Steal: Mystic Cloth

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	11250	156	452	336	380	312	231

48 Cuivre



Resistance: *
Weakness: ✖

287 EXP | 3 LP | 607 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Red Lens, Mystic Cloth, Magic Lens
Steal: Red Lens

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	26400	193	515	409	366	489	255

49 Zinc



Resistance: *
Weakness: ✖

65 EXP | 4 LP | 99 GALD

Habitat: The Den of Guilds, Dahngrest
Drop: Red Lens, Mystic Cloth, Steel Arrow Head, Magic Lens
Steal: Steel Arrow Head

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
20	4608	80	172	106	162	125	86

50 Etain



Resistance: *
Weakness: ✖

197 EXP | 3 LP | 217 GALD

Habitat: The Weasand of Cados
Drop: Red Lens, Mystic Cloth, Steel Arrow Head, Magic Lens
Steal: Mystic Cloth

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
31	13450	246	396	281	309	267	181

51 Fer



Resistance: *
Weakness: ✖

293 EXP | 3 LP | 230 GALD

Habitat: Manor of the Wicked
Drop: Red Lens, Mystic Cloth, Steel Arrow Head, Magic Lens
Steal: Steel Arrow Head

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	12890	271	482	389	336	306	198

52 Argent



Resistance: *
Weakness: ✖

311 EXP | 3 LP | 714 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Red Lens, Mystic Cloth, Steel Arrow Head, Magic Lens
Steal: Steel Arrow Head

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	25000	276	567	423	341	314	202

53 Knight Bishop



Resistance: *
Weakness: ✖

171 EXP | 3 LP | 357 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Grimoire Page, Knight Water, Orange Gel
Steal: Grimoire Page

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	10002	309	388	325	372	251	139

54 High Knight Bishop



Resistance: -
Weakness: -

256 EXP | 4 LP | 513 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Grimoire Page, Knight Water, Holy Bottle
Steal: Grimoire Page

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	18600	285	457	389	560	330	180

55 Witch



Resistance: -
Weakness: -

66 EXP | 4 LP | 110 GALD

Habitat: The Tower of Gears, Ghasfarost
Drop: Grimoire Page, Orange Gel, Lemon Gel, Miso
Steal: Grimoire Page

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
22	3300	230	220	280	200	180	142

56 Witch Memory



Resistance: -
Weakness: -

3000 EXP | 4 LP | 1500 GALD

Habitat: Labyrinth of Memories
Drop: Grimoire Page, Orange Gel, Lemon Gel
Steal: Grimoire Page

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	14400	640	480	522	592	426	188

57 Sorceress



Resistance: -
Weakness: -

42 EXP | 4 LP | 71 GALD

Habitat: Eastern Muluroccia Peninsula
Drop: Grimoire Page, Orange Gel, Syrup Bottle, Egg
Steal: Lemon Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	1800	147	145	166	171	130	61

58 Druid



Resistance: -
Weakness: -

120 EXP | 4 LP | 224 GALD

Habitat: The Father Muzaeli Mountains – East Desert
Drop: Grimoire Page, Nectar Bottle, Dried Seaweed
Steal: Grimoire Page

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	8212	223	308	245	336	244	129

59 July



Resistance: -
Weakness: -

0 EXP | 3 LP | 0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Grimoire Page, Nectar Bottle, Syrup Bottle
Steal: Grimoire Page

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	26000	600	481	391	580	460	169

60 Ail



Resistance: *
Weakness: ✖

128 EXP | 3 LP | 322 GALD

Habitat: Mt. Temza
Drop: Grimoire Page, Hunting Potion, Seal Bottle, Tribal Guard
Steal: Tomato

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	9834	228	324	289	358	256	137

61 Piment



Resistance: 🔥
Weakness: 💧

380 EXP | 3 LP | 701 GALD

Habitat: The Erealumen Crystallands
Drop: Grimoire Page, Hunting Potion, Mind Bottle
Steal: Miso

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
51	25600	320	500	412	520	380	198

310 Duke



Resistance: -
Weakness: -

0 EXP | 0 LP | 0 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	286500	4000	762	750	690	704	712

311 Duke



Resistance: -
Weakness: -

0 EXP | 60 LP | 0 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
65	467500	6000	808	880	760	754	744

312 Radiant Winged One



Resistance: -
Weakness: -

40000 EXP | 100 LP | 0 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
82	528200	10000	1100	1150	1256	1078	1126

313 Duke Memory



Resistance: -
Weakness: -

30000 EXP | 30 LP | 15000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
69	487500	8000	858	936	810	804	832

314 Alexei



Resistance -
Weakness -

17000 EXP
50 LP
10000 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Spring of Wisdom
Steal: Red Verbena

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
54	305550	2800	700	690	600	480	263

315 Alexei Memory



Resistance -
Weakness -

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Spring of Wisdom
Steal: Red Verbena

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
68	480000	3200	888	920	769	666	276

316 Barbos



Resistance -
Weakness -

2000 EXP
20 LP
3000 GALD

Habitat: The Tower of Gears, Ghasfarost
Drop: Blue Talisman
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	49800	550	366	386	290	160	37

317 Barbos Memory



Resistance -
Weakness -

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Blue Talisman
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
66	421500	800	844	800	681	560	108

318 Zagi



Resistance
Weakness

0 EXP
0 LP
0 GALD

Habitat: The Imperial Capital, Zaphias
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
8	4500	420	92	104	77	88	69

319 Zagi



Resistance
Weakness

400 EXP
6 LP
300 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Leather Boots
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
8	5000	420	92	104	77	88	69

320 Zagi



Resistance
Weakness

1000 EXP
15 LP
900 GALD

Habitat: Port of Capua Nor
Drop: Paralysis Ward
Steal: Sage

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
22	31000	600	312	255	129	95	133

321 Zagi



Resistance -
Weakness -

2500 EXP
22 LP
1500 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Dice
Steal: Savory

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	60000	840	408	469	345	233	199

322 Zagi



Resistance -
Weakness -

9500 EXP
30 LP
5000 GALD

Habitat: The Mobile Fortress, Heracles
Drop: Dark Seal
Steal: Red Sage

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
44	175000	1240	624	771	444	422	212

323 Zagi



Resistance -
Weakness -

25000 EXP
30 LP
19000 GALD

Habitat: The Ancient Tower, Targaron
Drop: Demon's Seal
Steal: Red Savory

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
62	425000	3000	730	800	666	450	796

324 Zagi Memory



Resistance -
Weakness -

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Demon's Seal
Steal: Red Savory

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
68	490000	3300	900	900	800	600	894

325 Yeager



Resistance -
Weakness -

0 EXP
10 LP
0 GALD

Habitat: The Rising City, Heliord
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	18000	600	340	224	264	99	180

326 Yeager



Resistance -
Weakness -

0 EXP
0 LP
0 GALD

Habitat: The Enduring Shrine of Zaude
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	230000	1700	669	798	720	400	244

327 Yeager



Resistance -
Weakness -

12000 EXP
30 LP
6000 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Splash Bow
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	245820	1700	669	798	720	400	244

328 Yeager Memory



Resistance -
Weakness -

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
64	400000	2400	788	840	780	512	269

329 Gauche



Resistance -
Weakness -

8000 EXP
30 LP
5000 GALD

Habitat: The Enduring Shrine of Zaude
Drop: -
Steal: Gauche Sword

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	183400	1200	635	536	580	608	260

330 Droite



Resistance -
Weakness -

8000 EXP
30 LP
5000 GALD

Habitat: The Enduring Shrine of Zaude
Drop: -
Steal: Droite Sword

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	186270	1000	680	624	492	413	230

331 Gauche (Coliseum)



Resistance -
Weakness -

9000 EXP
30 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	60606	900	482	480	490	460	260

332 Droite (Coliseum)



Resistance
-
Weakness
-

9000 EXP
30 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	66666	820	506	530	380	380	230

333 Tison



Resistance
-
Weakness
-

3500 EXP
25 LP
1000 GALD

Habitat: Mt. Temza
Drop: Special Flag, Protect Ring
Steal: Red Sage

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	71258	1080	521	500	376	225	233

334 Tison (Coliseum)



Resistance
-
Weakness
-

7000 EXP
25 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	58000	960	490	460	380	300	233

335 Tison Memory



Resistance
-
Weakness
-

20000 EXP
20 LP
10000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
63	200008	2000	702	630	511	423	250

336 Nan



Resistance
-
Weakness
-

2500 EXP
20 LP
2000 GALD

Habitat: Mt. Temza
Drop: Resist Ring
Steal: Red Saffron

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	57890	1400	456	408	343	335	198

337 Nan (Coliseum)



Resistance
-
Weakness
-

4500 EXP
20 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
60	51260	1540	470	460	403	300	198

338 Nan (Coliseum 2)



Resistance
-
Weakness
-

10000 EXP
20 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
65	80000	1800	580	600	530	360	198

339 Nan Memory



Resistance
-
Weakness
-

20000 EXP
20 LP
10000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
62	194000	2400	670	580	555	463	230

340 Estellise



Resistance
-
Weakness
-

10000 EXP
28 LP
6000 GALD

Habitat: The Imperial Capital, Zaphias
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	68000	1600	625	700	588	379	228

341 Estellise



Resistance
-
Weakness
-

0 EXP
28 LP
0 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Second Star, Strange Mirror
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	68000	1600	625	700	588	379	228

342 Estellise Memory



Resistance
-
Weakness
-

30000 EXP
28 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
66	430000	3000	863	922	800	869	240

343 Schwann



Resistance
-
Weakness
-

9000 EXP
28 LP
2500 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Force Ring
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
43	148000	1800	578	708	412	588	452

344 Schwann Memory



Resistance
-
Weakness
-

30000 EXP
28 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Force Ring
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
64	390000	3400	789	815	700	628	480

345 Flynn



Resistance
-
Weakness
-

0 EXP
0 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	22000	1000	390	400	400	320	189

346 Flynn



Resistance

Weakness
-

10000 EXP
30 LP
10000 GALD

Habitat: Northeastern Hypionia
Drop: Order of the Imperial Honor, Alexandrite
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
62	126200	2200	615	620	400	425	220

347 Flynn (Coliseum)



Resistance
-
Weakness
-

10000 EXP
30 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
68	82000	2000	630	640	420	450	220

348 Flynn Memory



Resistance

Weakness
-

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Alexandrite
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
67	460020	3800	882	856	700	599	240

349 Adecor



Resistance
-
Weakness
-

15 EXP
3 LP
15 GALD

Habitat: The Imperial Capital, Zaphias
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
5	2345	100	74	70	32	28	32

350 Boccos



Resistance -
Weakness -

15 EXP
3 LP
15 GALD

Habitat: The Imperial Capital, Zaphias
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
5	2109	120	64	88	32	28	28

351 Adecor



Resistance -
Weakness -

100 EXP
5 LP
100 GALD

Habitat: The City of Blossoms, Halure
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
10	6789	180	165	115	44	33	38

352 Boccos



Resistance -
Weakness -

100 EXP
5 LP
100 GALD

Habitat: The Imperial Capital, Zaphias
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
10	6543	220	138	134	42	36	30

353 Adecor



Resistance -
Weakness -

300 EXP
5 LP
300 GALD

Habitat: The Rising City, Heliord
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	12345	240	230	155	88	58	88

354 Boccos



Resistance -
Weakness -

300 EXP
5 LP
300 GALD

Habitat: The Rising City, Heliord
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	12109	320	212	170	79	64	72

355 Adecor (Coliseum)



Resistance -
Weakness -

1500 EXP
5 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	22000	500	391	369	222	200	172

356 Boccos (Coliseum)



Resistance -
Weakness -

1500 EXP
5 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	23000	600	386	432	190	224	150

357 Adecor Memory



Resistance -
Weakness -

20000 EXP
20 LP
10000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
63	230000	1200	856	790	400	509	203

358 Boccos Memory



Resistance -
Weakness -

20000 EXP
20 LP
10000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
63	238000	1380	833	890	401	508	180

359 Traitor To Heaven



Resistance -
Weakness -

30000 EXP
10 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	512000	3800	869	950	820	775	520

360 Traitor To Heaven



Resistance -
Weakness -

15000 EXP
10 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	122000	3000	705	823	600	480	520

361 Killer of Heroes



Resistance -
Weakness -

15000 EXP
10 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	118000	2800	788	600	350	320	380

362 Time Traveller



Resistance -
Weakness -

15000 EXP
15 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	96000	3400	685	666	672	666	488

363 Sorrowful Queen of Darkness



Resistance -
Weakness -

15000 EXP
20 LP
0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	89000	5000	629	530	800	790	425

BEAST

127 Bunwigle



Resistance -
Weakness -

143 EXP
3 LP
366 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Rabbit Ear, Rabbit Fur, Hypionian Coral, Carrot
Steal: Rabbit Ear

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	8788	174	389	259	219	178	222

129 Ratwigle



Resistance -
Weakness -

19 EXP
3 LP
22 GALD

Habitat: The Imperial Capital Zaphias, Sewers
Drop: Paralyze Powder, Magic Lens
Steal: Paralyze Powder

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
6	580	20	72	105	38	32	44

130 Squirrigle



Resistance -
Weakness -

71 EXP
4 LP
170 GALD

Habitat: Southern Mayoccia Plains
Drop: Soft Tail, Magic Lens, Apple
Steal: Soft Tail

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	7814	151	275	214	189	232	166

131 Gobligle



Resistance -
Weakness -

169 EXP
3 LP
313 GALD

Habitat: Southern Mayoccia Plains (Night)
Drop: Acorn Helmet, Life Bottle, Banana
Steal: Acorn Helmet

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	11890	172	489	320	218	157	191

141 Wolf



Resistance -
Weakness

21 EXP
3 LP
38 GALD

Habitat: Quoi Woods
Drop: Wolf Fang, Beast Skin, Beef, Apple Gel
Steal: Wolf Fang

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	880	30	99	145	64	62	99

142 Wolf (Aersick)



Resistance -
Weakness

227 EXP
4 LP
596 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Wolf Fang, Beast Skin, Pineapple Gel
Steal: Beast Skin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	17100	112	498	421	112	233	241

143 Black Wolf



Resistance -
Weakness -

40 EXP
4 LP
69 GALD

Habitat: Port Capua Nor, Ragou's Residence
Drop: Wolf Fang, Beast Skin, Life Bottle, Beef
Steal: Wolf Fang

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
18	2100	84	185	180	62	53	129

144 Wirbel



Resistance -
Weakness -

66 EXP
4 LP
158 GALD

Habitat: The Weasand of Cados
Drop: Wolf Fang, Large Claws, Desier Gold Dust, Beef
Steal: Life Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	7265	140	312	210	197	168	199

145 Critis



Resistance -
Weakness -

137 EXP
3 LP
408 GALD

Habitat: Hypionia
Drop: Wolf Fang, Beef
Steal: Melange Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	10978	131	382	303	222	198	237

146 Cornus



Resistance -
Weakness -

395 EXP
3 LP
738 GALD

Habitat: The Erealumen Crystallands
Drop: Wolf Fang, Beast Skin, Crystal, Beef
Steal: Crystal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	26228	185	688	419	427	290	330

147 Lupice



Resistance
Weakness

273 EXP
3 LP
501 GALD

Habitat: The Blade Drifts of Zopheir
Drop: Wolf Fang, Beast Skin, Frost Stone, Beef
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
46	16250	217	488	412	235	236	275

148 Loewe



Resistance -
Weakness -

287 EXP
3 LP
324 GALD

Habitat: The Four Isles (Night)
Drop: Beast Skin, Leo Fang, Desier Gold Dust, Desier Iron Sand
Steal: Leo Fang

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	14200	180	431	260	183	142	259

149 Schwert



Resistance -
Weakness -

557 EXP
5 LP
694 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: Beast Skin, Leo Fang, Great Leo Fang, Treat
Steal: Leo Fang

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	28900	253	708	490	508	406	339

150 Rhinossus



Resistance -
Weakness -

24 EXP
3 LP
54 GALD

Habitat: Peyoccia Plains – Southern trails
Drop: Boar Fur, Mane, Pork
Steal: Boar Fur

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
10	1100	55	110	170	62	50	32

151 Rhinossus



Resistance -
Weakness -

177 EXP
4 LP
277 GALD

Habitat: Peyoccia Plains – Southern trails
Drop: Boar Fur, Mane, Pork
Steal: Boar Fur

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	12000	166	408	345	157	120	255

152 Rhino



Resistance -
Weakness -

69 EXP
4 LP
143 GALD

Habitat: The Southeastern Plains of the Mulurroccia Peninsula
Drop: Ilyccia Weed, Tough Leather, Rhino Horn, Pork
Steal: Tough Leather

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
25	7530	96	286	218	123	93	152

153 Black Rhino



Resistance -
Weakness -

49 EXP
4 LP
60 GALD

Habitat: Port Capua Nor, Ragou's Residence
Drop: Tough Leather, Rhino Horn, Life Bottle, Pork
Steal: Lemon Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
19	3000	53	175	200	25	21	109

154 EX Rhino



Resistance -
Weakness -

277 EXP
4 LP
478 GALD

Habitat: Northern Sulzanni Islands
Drop: Tough Leather, Rhino Horn, Yurzo Fruit, Pork
Steal: Yurzo Fruit

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
43	20360	166	508	445	207	180	255

155 Tiredillo



Resistance -
Weakness -

506 EXP
5 LP
794 GALD

Habitat: Relewiese Hollow (Daytime) or (Sunny)
Drop: Rubber Skin, Panacea Bottle, Pork
Steal: Rubber Skin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	30024	247	745	451	226	360	244

156 Wild Boar



Resistance -
Weakness -

165 EXP
4 LP
259 GALD

Habitat: Southern Mayoccia Plains
Drop: Boar Fur, Mane, Pork
Steal: Boar Fur

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	10978	168	386	330	161	104	169

157 Spikadillo



Resistance -
Weakness -

552 EXP
5 LP
746 GALD

Habitat: Relewiese Hollow (Tornado)
Drop: Armadillo Spike, Rubber Skin, Panacea Bottle, Pork
Steal: Rubber Skin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
56	32000	251	824	380	429	155	247

158 Hippo



Resistance
Weakness

613 EXP
4 LP
501 GALD

Habitat: Northern Sulzanni Islands (Night)
Drop: Hippo Breath, Mane, Yurzo Crystal, Pork
Steal: Yurzo Crystal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	17800	169	478	413	210	163	259

159 Generator Boar



Resistance
Weakness

236 EXP
4 LP
268 GALD

Habitat: Northeast Ilyccia (Night)
Drop: Boar Fur, Jaggy Fur, Paralyze Powder, Mane
Steal: Pork

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	10368	164	400	296	262	185	199

164 Rabbio



Resistance
-
Weakness
-

171 EXP
4 LP
393 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Rabbit Fur, Sharp Blade, Air Stone, Carrot
Steal: Air Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	10896	180	422	301	245	216	235

167 Rabbigo



Resistance
-
Weakness
-

207 EXP
4 LP
559 GALD

Habitat: The Blade Drifts of Zopheir
Drop: Rabbit Fur, Rabbit Ear, Carrot
Steal: Rabbit Ear

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	15800	251	479	379	200	295	245

170 Quietta



Resistance
-
Weakness
-

113 EXP
4 LP
224 GALD

Habitat: The Weasand of Cados
Drop: Mane, Hoof, Dark Bottle, Carrot
Steal: Hoof

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	10603	142	377	321	198	168	226

171 Rhybgaro



Resistance
Weakness

100 EXP
4 LP
220 GALD

Habitat: Eastern Muluroccia Peninsula (Rain)
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
22	10001	99	233	187	106	86	153

172 Rhybgaro



Resistance
Weakness

100 EXP
4 LP
220 GALD

Habitat: Eastern Muluroccia Peninsula (Rain)
Drop: Golden Mane, Mane, Hoof, Golden Horn
Steal: Hoof

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
24	12600	99	255	199	124	115	188

173 Rhybgaro Memory



Resistance
Weakness

20000 EXP
20 LP
10000 GALD

Habitat: Labyrinth of Memories
Drop: Golden Mane, Mane, Hoof, Golden Horn
Steal: Hoo

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
62	220000	99	768	816	700	490	224

174 Uniceros



Resistance
Weakness

157 EXP
4 LP
440 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Mane, Hoof, Holy Horn
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
41	17006	195	458	400	316	310	246

175 Mounico



Resistance
Weakness

447 EXP
4 LP
705 GALD

Habitat: The Erealumen Crystallands (Rain)
Drop: Mane, Hoof, Holy Horn
Steal: Mane

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	37890	720	660	536	431	393	295

176 EX Unicorn



Resistance
-
Weakness
-

584 EXP
5 LP
796 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: Mane, Hoof, Holy Horn
Steal: Holy Horn

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
61	41800	390	780	523	513	429	332

177 Egg Bear



Resistance
-
Weakness
-

32 EXP
4 LP
69 GALD

Habitat: Quoi Woods
Drop: Bearskin, Eggbear Claw, Egg
Steal: Egg

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
12	12800	55	205	174	45	32	76

178 Egg Bear (Aersick)



Resistance
-
Weakness
-

240 EXP
4 LP
590 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Bearskin, Eggbear Claw, Egg
Steal: Eggbear Claw

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	25590	71	534	420	216	200	106

179 Beast Bear



Resistance
-
Weakness
-

93 EXP
3 LP
161 GALD

Habitat: The Weasand of Cados
Drop: Bearskin, Eggbear Claw, Egg
Steal: Bearskin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	9800	99	384	266	73	49	65

180 Square Shoulder



Resistance
-
Weakness
-

160 EXP
4 LP
269 GALD

Habitat: Eastern Hypionia (Daytime) or (Sunny)
Drop: Bearskin, Solid Thorn, Hypionian Tree Bark, Apple
Steal: Hypionian Tree Bark

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	14600	123	396	302	122	83	169

181 Wrath Nail



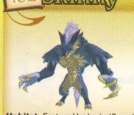
Resistance
-
Weakness
-

591 EXP
4 LP
708 GALD

Habitat: Labyrinth of Memories
Drop: Bearskin, Bear Claw, Yurzo Crystal
Steal: Bear Claw

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
56	100000	368	680	660	150	390	216

182 Skinny



Resistance
-
Weakness
-

404 EXP
4 LP
690 GALD

Habitat: Eastern Hypionia (Snowing) or (Snow)
Drop: Bearskin, Wolf Fang, Bear Claw, Orange
Steal: Bear Claw

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	16200	126	570	435	279	228	258

183 Grimza



Resistance
-
Weakness
-

600 EXP
5 LP
795 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: Bearskin, Grim Claw, Treat
Steal: Grim Claw

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
57	31200	142	700	502	320	250	289

189 Skunky



Resistance -
Weakness -

261 EXP | 3 LP | 641 GALD

Habitat: Weccea (Clear)
Drop: Stinky Bag, Weccea Ore, Potato
Steal: Weccea Ore

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	18000	218	470	400	210	203	259

190 Greater Skunky



Resistance -
Weakness -

355 EXP | 4 LP | 722 GALD

Habitat: Weccea (Tornado)
Drop: Stinky Bag, Weccea Ore, Panacea Bottle
Steal: Stinky Bag

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	18900	226	489	432	248	242	280

267 Gattuso



Resistance
Weakness

700 EXP | 20 LP | 600 GALD

Habitat: Ehmead Hill
Drop: Power Light, Great Wolf Fang
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
20	26543	380	288	245	141	122	155

268 Gattuso Memory



Resistance
Weakness

30000 EXP | 30 LP | 15000 GALD

Habitat: Labyrinth of Memories
Drop: Power Light, Great Wolf Fang
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
63	310000	960	800	721	639	688	369

269 Gattuso Cub



Resistance -
Weakness -

52 EXP | 4 LP | 34 GALD

Habitat: Ehmead Hill
Drop: Life Bottle, Beef
Steal: Wolf Fang

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
16	3200	72	182	143	81	77	96

270 Cub Memory



Resistance -
Weakness -

3000 EXP | 5 LP | 1500 GALD

Habitat: Labyrinth of Memories
Drop: Life Bottle
Steal: Wolf Fang

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
57	36222	72	719	663	240	312	160

271 Fenrir



Resistance
Weakness

10000 EXP | 30 LP | 12000 GALD

Habitat: The Erealumen Crystallands
Drop: Great Wolf Fang
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	329222	1080	765	632	630	436	256

272 Fenrir Memory



Resistance
Weakness

30000 EXP | 30 LP | 15000 GALD

Habitat: Labyrinth of Memories
Drop: Great Wolf Fang
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
65	435000	1450	796	780	722	500	256

294 Belius



Resistance
Weakness

4000 EXP | 30 LP | 3000 GALD

Habitat: The Coliseum City, Nordopolica
Drop: Emerald Ring
Steal: Basil

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	96000	700	505	500	496	369	193

295 Belius Memory



Resistance
Weakness

30000 EXP | 30 LP | 15000 GALD

Habitat: Labyrinth of Memories
Drop: Emerald Ring
Steal: Basil

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
65	420000	1050	833	869	800	690	300

296 Belius (Double)



Resistance
Weakness

0 EXP | 0 LP | 0 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	72000	400	480	490	460	321	193

307 Brutal



Resistance -
Weakness -

15000 EXP | 30 LP | 15000 GALD

Habitat: Peyoccia Plains – Southern trails
Drop: Long Horn
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	339000	560	745	600	622	561	900

308 Brucis



Resistance -
Weakness -

15000 EXP | 30 LP | 20000 GALD

Habitat: Egothor Forest
Drop: Bull Wing, Melange Gel
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
62	396000	550	777	750	600	750	690

309 Brucis Memory



Resistance -
Weakness -

30000 EXP | 30 LP | 15000 GALD

Habitat: Labyrinth of Memories
Drop: Bull Wing, Melange Gel
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
64	432000	700	800	788	666	800	790

BIRD

81 Hawk



Resistance
Weakness

80 EXP | 4 LP | 155 GALD

Habitat: The Ghost Ship, Atherum
Drop: Sharp Beak, Pineapple Gel
Steal: Sharp Beak

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	6150	113	296	166	128	98	170

82 Horse Raptor



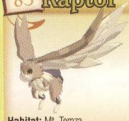
Resistance -
Weakness -

73 EXP | 4 LP | 158 GALD

Habitat: The Tower of Gears, Ghasfarost
Drop: Hoof, Mane, Tolbyccian Water, Carrot
Steal: Panacea Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
22	3400	105	260	260	76	52	124

83 Raptor



Resistance -
Weakness -

120 EXP | 3 LP | 315 GALD

Habitat: Mt. Temza
Drop: Bunny Ear Wing, Holy Bottle, Carrot
Steal: Bunny Ear Wing

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	9980	165	385	233	214	159	220

84 Eon Raptor



Resistance
-
Weakness
-

175 EXP
3 LP
422 GALD

Habitat: The Mobile Fortress, Heracles
Drop: Sharp Beak
Steal: Sharp Beak

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
42	13090	150	454	394	136	206	174

85 Firebird



Resistance
Weakness

110 EXP
4 LP
201 GALD

Habitat: Sands of Kogorh (Daytime) or (Sunny)
Drop: Sharp Beak, Flare Stone, Panacea Bottle
Steal: Flare Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
31	8060	197	355	214	229	207	195

86 Penguinist



Resistance
Weakness

400 EXP
4 LP
708 GALD

Habitat: The Blade Drifts of Zopheir (Daytime) or (Sunny)
Drop: Sharp Beak, Frost Stone, Ilyccian Ice
Steal: Sharp Beak

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
52	34020	253	670	515	480	275	312

87 Chirpee



Resistance
-
Weakness
-

23 EXP
3 LP
52 GALD

Habitat: Ehmead Hill
Drop: Bird Feather (Small), Ilyccia Weed, Chicken
Steal: Bird Feather (Small)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
11	1320	50	135	174	72	60	101

88 Bat



Resistance
Weakness

25 EXP
3 LP
44 GALD

Habitat: Shaikos Ruins
Drop: Bat Wing, Magic Lens
Steal: Bat Wing

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
10	1200	70	120	170	78	72	95

89 Black Bat



Resistance
Weakness

40 EXP
4 LP
71 GALD

Habitat: Port Capua Nor, Ragou's Residence
Drop: Bat Wing, Apple Gel, Dark Bottle
Steal: Bat Wing

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
17	1700	50	178	170	94	76	105

90 Howler



Resistance
-
Weakness

44 EXP
4 LP
75 GALD

Habitat: The Fallen City, Caer Bocram
Drop: Bird Feather (Small), Tolbyccian Fish, Soul Grass, Chicken
Steal: Orange Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
16	2500	48	192	210	74	78	105

91 Scissorbeak



Resistance
-
Weakness
-

39 EXP
4 LP
242 GALD

Habitat: The Tower of Gears, Ghasfarost
Drop: Bird Feather (Small), Large Claws, Chicken
Steal: Large Claws

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
23	3100	89	264	280	185	145	163

92 Drillbeak



Resistance
-
Weakness
-

149 EXP
4 LP
390 GALD

Habitat: The Forgotten Shrine, Baction
Drop: Bird Feather (Small), Chicken
Steal: Bird Feather (Small)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	9826	140	434	263	180	128	254

93 Firebat



Resistance
Weakness

84 EXP
4 LP
192 GALD

Habitat: Sands of Kogorh (Daytime) or (Sunny)
Drop: Bat Wing, Flare Stone
Steal: Flare Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
31	7676	140	374	192	242	197	195

94 Thunder Bat



Resistance
Weakness

88 EXP
4 LP
175 GALD

Habitat: The Weasand of Cados
Drop: Bat Wing, Paralyze Powder, Dark Bottle
Steal: Paralyze Powder

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	6480	137	322	207	228	168	189

95 Clappit



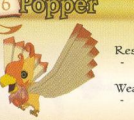
Resistance
-
Weakness
-

139 EXP
4 LP
276 GALD

Habitat: The Four Isles
Drop: Bird Feather (Small), Desier Gold Dust, Chicken
Steal: Desier Gold Dust

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	9860	168	400	380	260	182	207

96 Popper



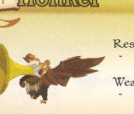
Resistance
-
Weakness
-

75 EXP
4 LP
96 GALD

Habitat: Forest of Keiv Moc (Fog)
Drop: Bird Feather (Small), Wing Fan, Chicken
Steal: Nectar Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
20	2800	91	223	260	108	91	161

97 Honker



Resistance
-
Weakness
-

39 EXP
4 LP
79 GALD

Habitat: Eastern Tolbyccia (Night)
Drop: Bird Feather (Small), Bugle Beak, Chicken
Steal: Orange Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
18	3946	81	158	97	99	68	149

98 Hammerbeak



Resistance
-
Weakness
-

95 EXP
4 LP
197 GALD

Habitat: Northeast Ilyccia (Night)
Drop: Bird Feather (Small), Pow Hammer Beak, Chicken
Steal: Pow Hammer Beak

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	8900	153	371	300	160	161	221

99 Leaf Bat



Resistance
Weakness

45 EXP
4 LP
90 GALD

Habitat: Forest of Keiv Moc
Drop: Bat Wing, Soul Grass, Magic Resin
Steal: Magic Resin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
19	3000	63	195	180	87	43	119

100 Ice Bat



Resistance
Weakness

110 EXP
4 LP
215 GALD

Habitat: Sands of Kogorh (Night)
Drop: Bat Wing, Frost Stone
Steal: Frost Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
32	7200	118	380	240	267	229	185

114 Clukkit



Resistance
-
Weakness
-

147 EXP
4 LP
375 GALD

Habitat: Egothor Forest
Drop: Peepit Egg, Bird Feather (Medium), Air Stone, Egg
Steal: Lemon Egg

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	10890	137	425	309	280	221	204

125 Peepit



Resistance
-
Weakness
-

133 EXP
3 LP
336 GALD

Habitat: Egothor Forest
Drop: Soft Tail, Hyplonian Coral, Air Stone
Steal: Air Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	9036	144	386	278	218	198	208

280 Pteropus



Resistance
Weakness

2700 EXP
30 LP
1500 GALD

Habitat: The Weasand of Cados
Drop: Speed Light
Steal: Verbena

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	66000	600	468	500	340	200	225

286 Magic Bat Memory



Resistance
Weakness

0 EXP
0 LP
0 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	24000	500	380	425	486	412	252

160 Swordbeak



Resistance
-
Weakness
-

95 EXP
4 LP
201 GALD

Habitat: The Mother Cados Mountains – Northern Desert
Drop: Bird Feather (Medium), Sharp Blade, Silver Ore
Steal: Silver Ore

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
32	9280	149	377	220	210	159	177

281 Attack Bat



Resistance
Weakness

0 EXP
0 LP
0 GALD

Habitat: The Weasand of Cados
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	8000	100	332	322	225	150	225

287 Leader Bat Memory



Resistance
-
Weakness
-

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Speed Light
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	96000	500	554	485	350	225	300

161 Axe Beak



Resistance
-
Weakness
-

26 EXP
3 LP
58 GALD

Habitat: Quoi Woods
Drop: Ilyccia Weed, Bird Feather (Medium), Gel Base
Steal: Ilyccia Weed

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
10	1000	125	105	180	78	36	61

282 Magic Bat



Resistance
Weakness

0 EXP
0 LP
0 GALD

Habitat: The Weasand of Cados
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	6000	300	302	215	336	312	225

288 Pterobronc



Resistance
Weakness

12000 EXP
10 LP
14000 GALD

Habitat: Mt. Temza
Drop: Great Raptor Beak
Steal: Lemon Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
49	168523	880	688	636	540	640	360

162 Axe Beak (Aersick)



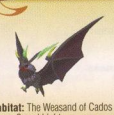
Resistance
-
Weakness
-

221 EXP
4 LP
603 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Ilyccia Weed, Bird Feather (Medium), Chicken, Beef
Steal: Bird Feather (Medium)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	17600	224	512	410	312	186	184

283 Leader Bat



Resistance
Weakness

2700 EXP
30 LP
1500 GALD

Habitat: The Weasand of Cados
Drop: Speed Light
Steal: Verbena

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	24000	500	422	385	303	106	225

289 Pterobronc Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Great Raptor Beak
Steal: Lemon Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
66	479950	1200	836	900	745	820	391

168 Bugle Beak



Resistance
-
Weakness
-

193 EXP
4 LP
440 GALD

Habitat: The Northern Blade Drifts of Zopheir
Drop: Bird Feather (Medium), Bucket Beak, Pineapple Gel
Steal: Bucket Beak

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
43	14700	197	412	300	193	177	236

284 Pteropus Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Speed Light
Steal: Verbena

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	264000	900	668	655	480	388	325

169 Blade Beak



Resistance
Weakness

800 EXP
4 LP
1200 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
72	48000	448	950	900	680	324	356

285 Attack Bat Memory



Resistance
Weakness

0 EXP
0 LP
0 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	32000	100	512	445	235	180	285

MAGIC

116 Gobley



Resistance
-
Weakness

85 EXP
4 LP
195 GALD

Habitat: The Eastern Island of Ilyccia
Drop: Ape Man Coat, Acorn Helmet, Ilyccia Weed, Kiwifruit
Steal: Acorn Helmet

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	7130	106	253	214	149	152	159

117 Venomey



Resistance -
Weakness -

236 EXP | 4 LP | 481 GALD

Habitat: Northern Sulzanni Islands
Drop: Ape Man Coat, Fungus Powder, Aer Agaric, Yurzo Crystal
Steal: Shiitake

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
46	15600	198	478	400	256	226	183

120 Seasidey



Resistance
Weakness

39 EXP | 3 LP | 66 GALD

Habitat: Ehmead Hill
Drop: Ape Man Coat, Shell, Nectar Bottle, Apple
Steal: Shell

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	2300	51	166	200	56	66	75

121 Timberey



Resistance -
Weakness -

750 EXP | 4 LP | 988 GALD

Habitat: Labyrinth of Memories
Drop: Orange
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	39000	500	880	1120	680	420	480

122 Judasey



Resistance
Weakness

2000 EXP | 15 LP | 2000 GALD

Habitat: Northern Isles, Yurzorea (Night)
Drop: Ape Man Coat, Dragon Fossil, Yurzo Crystal, Orange Gel
Steal: Dragon Fossil

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	19999	242	523	380	330	190	256

123 Poisey



Resistance -
Weakness -

265 EXP | 4 LP | 514 GALD

Habitat: Northern Sulzanni Islands (Night)
Drop: Ape Man Coat, Fungus Powder, Aer Agaric, Fungus Powder MX
Steal: Shiitake

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	17260	183	500	360	207	203	236

192 Balloon Ghost



Resistance
Weakness

54 EXP | 4 LP | 150 GALD

Habitat: The Eastern Island of Ilyccia (Daytime) or (Sunny)
Drop: Rubber Skin
Steal: Sticky Flour

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
25	2600	123	280	240	215	200	80

193 Jet Balloon



Resistance -
Weakness -

60 EXP | 4 LP | 193 GALD

Habitat: The Eastern Island of Ilyccia (Rain)
Drop: Rubber Skin, Panacea Bottle
Steal: Rubber Skin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	4500	136	312	225	199	179	60

194 Floating Filo



Resistance
Weakness

42 EXP | 3 LP | 67 GALD

Habitat: Eastern Muluroccia Peninsula
Drop: Filifolia Fruit, Filifolia Leaf, Soul Grass
Steal: Filifolia Leaf

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	1680	88	175	340	89	10	77

195 Rosa Gigantia



Resistance
Weakness

192 EXP | 4 LP | 133 GALD

Habitat: Myannema Twin Islands (Tornado)
Drop: Solid Thorn, Desier Gold Dust, Rose
Steal: Rose

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	9220	139	368	300	260	220	142

196 Strange Bat



Resistance
Weakness

44 EXP | 4 LP | 77 GALD

Habitat: The Fallen City, Caer Bocram (Rain)
Drop: Sharp Blade, Waterproof Cltoh, Gel Base, Potato
Steal: Sharp Blade

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
17	1400	141	236	340	165	20	66

197 Fancy Parasol



Resistance
Weakness

45 EXP | 4 LP | 113 GALD

Habitat: The Fallen City, Caer Bocram (Night)
Drop: Mystic Orb, Waterproof Cloth, Tolbyccian Water, Potato
Steal: Waterproof Cloth

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
20	5335	103	215	167	95	91	107

198 Snow Spirit



Resistance
Weakness

276 EXP | 4 LP | 572 GALD

Habitat: The Blade Drifts of Zopheir (Daytime) or (Sunny)
Drop: Frost Stone, Carrot
Steal: Mat

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	17500	292	490	424	214	240	220

199 Bigger Balloon



Resistance -
Weakness -

667 EXP | 4 LP | 651 GALD

Habitat: Nam Cobanda Isle
Drop: Rubber Skin, Yurzo Fruit, Nectar Bottle
Steal: Yurzo Fruit

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	15480	190	500	460	207	211	212

200 Poltergeist



Resistance
Weakness

75 EXP | 4 LP | 131 GALD

Habitat: The Ghost Ship, Atherum
Drop: Spirit Fragment, Holy Bottle
Steal: Spirit Fragment

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	6232	127	256	166	183	163	130

201 Hysteric Purple



Resistance
Weakness

539 EXP | 5 LP | 778 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: Spirit Fragment, Dark Bottle
Steal: Spirit Fragment

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
59	22334	245	612	1024	470	306	28

204 Fire Spirit



Resistance
Weakness

79 EXP | 4 LP | 194 GALD

Habitat: The Sands of Kogorh (Daytime) or (Sunny)
Drop: Flare Stone, Shell
Steal: Flare Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
31	7272	189	245	420	264	180	105

205 Ice Spirit



Resistance
Weakness

90 EXP | 4 LP | 202 GALD

Habitat: The Sands of Kogorh (Night)
Drop: Frost Stone, Lile Bottle
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
32	8460	186	340	440	247	165	108

206 Crystal Spirit



Resistance
Weakness -

432 EXP | 4 LP | 738 GALD

Habitat: The Erealumen Crystallands
Drop: Crystal
Steal: Magic Lens

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	9999	291	666	999	555	8	620

207 Anchorgeist



Resistance -
Weakness -

75 EXP
4 LP
182 GALD

Habitat: The Ghost Ship, Atherum
Drop: Spirit Fragment, Life Bottle, Weak Bottle, Squid
Steal: Spirit Fragment

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
27	6024	161	256	216	162	154	81

253 Superstar R



Resistance
Weakness

1200 EXP
10 LP
1200 GALD

Habitat: Zadrack Peninsula (Tornado)
Drop: Red Star Gem, Tomato
Steal: Apple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	12788	100	552	232	154	128	687

259 Green Roper



Resistance -
Weakness -

55 EXP
4 LP
82 GALD

Habitat: Eastern Mululoccia Peninsula
Drop: Roper Tentacle, Ilyccia Weed
Steal: Roper Tentacle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	2200	101	189	130	96	84	70

226 Gentleman



Resistance -
Weakness -

200 EXP
4 LP
300 GALD

Habitat: Laulyse Island (Daytime) or (Sunny)
Drop: Gentleman's Tie, Tolbyccian Fish, Magic Lens, Milk
Steal: Gentleman's Tie

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
25	11500	110	300	256	225	210	101

254 Superstar B



Resistance
Weakness

500 EXP
10 LP
575 GALD

Habitat: Shaikos Ruins (Night)
Drop: Blue Star Gem, Mackerel
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	10560	110	400	300	200	123	627

260 Red Roper



Resistance
Weakness

112 EXP
4 LP
184 GALD

Habitat: Sands of Kogorh (Daytime) or (Sunny)w
Drop: Roper Tentacle
Steal: Roper Tentacle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	8520	127	367	230	173	140	161

227 Gentlematch



Resistance
Weakness

400 EXP
5 LP
460 GALD

Habitat: Southern Tolbyccia (Night)
Drop: Gentleman's Tie, Flare Stone, Magic Lens
Steal: Flare Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	17600	164	458	302	410	258	148

255 Superstar G



Resistance
Weakness

1000 EXP
10 LP
1000 GALD

Habitat: The Forgotten Shrine, Bactions
Drop: Green Star Gem, Cucumber
Steal: Lemon Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	14500	230	360	512	372	314	609

261 Blue Roper



Resistance
Weakness

104 EXP
4 LP
198 GALD

Habitat: Sands of Kogorh (Night)
Drop: Roper Tentacle, Panacea Bottle
Steal: Nectar Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	8240	188	346	226	227	168	180

228 Gentlereplica



Resistance -
Weakness -

1600 EXP
5 LP
1000 GALD

Habitat: Laulyse Island (Rain)
Drop: Gentleman's Tie, Fragment of Hyper-Resonance, Holy Bottle, Strawberry
Steal: Gentleman's Tie

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	34555	176	612	496	155	143	269

256 Superstar O



Resistance
Weakness

800 EXP
10 LP
920 GALD

Habitat: Sands of Kogorh (Night)
Drop: Orange Star Gem, Orange
Steal: Orange Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	12475	150	382	485	222	111	649

262 Yellow Roper



Resistance -
Weakness -

331 EXP
4 LP
674 GALD

Habitat: Northern Tolbyccia
Drop: Roper Tentacle, Life Bottle, Banana
Steal: Roper Tentacle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
51	28080	268	580	440	450	380	273

229 Gentlesinger



Resistance -
Weakness -

1400 EXP
5 LP
1000 GALD

Habitat: South Sulion Island (Snow)
Drop: Gentleman's Tie, Fonstone, Peach
Steal: Gentleman's Tie

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	34421	301	514	412	590	342	269

257 Superstar D



Resistance
Weakness

1100 EXP
10 LP
1100 GALD

Habitat: Southeast Weccea (Tornado)
Drop: Dark Star Gem, Weccean Lizard Fossil, Dried Seaweed
Steal: Lottery Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	15010	235	433	473	303	253	699

290 Outbreaker



Resistance
Weakness

3000 EXP
25 LP
2250 GALD

Habitat: Sands of Kogorh
Drop: Mysterious Piece
Steal: Chamomile

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	78925	660	498	505	314	108	222

230 Gentlemieu



Resistance -
Weakness -

1800 EXP
5 LP
1200 GALD

Habitat: Niffel Lake (Night)
Drop: Gentleman's Tie, Chsagle Fur, Apple
Steal: Gentleman's Tie

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	33333	200	548	400	460	439	134

258 Superstar S



Resistance
Weakness

1500 EXP
10 LP
1725 GALD

Habitat: Nam Cobanda Isle (Night)
Drop: Light Star Gem, Sticky Flour
Steal: Miracle Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	17250	308	563	530	393	323	712

291 Breaker Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Mysterious Piece
Steal: Chamomile

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
66	444444	840	881	910	800	469	266

292 Daybreaker



Resistance

Weakness

5 EXP
25 LP
9995 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: Red Chamomile

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
52	142210	720	640	581	480	216	222

293 Nightbreaker



Resistance

Weakness

11995 EXP
25 LP
5 GALD

Habitat: The Coliseum City, Nordopolica
Drop: -
Steal: Red Chamomile

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
52	142210	720	588	506	607	499	222

PLANT

62 Filifolia



Resistance

Weakness

21 EXP
3 LP
33 GALD

Habitat: Quoi Woods
Drop: Filifolia Leaf, Medical Herb
Steal: Filifolia Leaf

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	900	40	90	165	50	52	48

63 Filifolia Bud



Resistance

Weakness

18 EXP
3 LP
29 GALD

Habitat: Mayoccia Plains
Drop: Filifolia Leaf, Ilyccia Weed, Medical Herb
Steal: Filifolia Leaf

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	920	33	96	150	48	46	55

64 Filifolia Puff



Resistance

Weakness

136 EXP
3 LP
405 GALD

Habitat: Egothor Forest
Drop: Filifolia Leaf, Floccus, Weak Bottle, Geo Stone
Steal: Filifolia Leaf

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	9200	176	398	312	302	185	195

65 Filihelia



Resistance

Weakness

48 EXP
4 LP
100 GALD

Habitat: Forest of Keiv Moc
Drop: Filifolia Leaf, Solid Thorn, Strong Vine, Strawberry
Steal: Solid Thorn

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
20	2800	55	220	199	65	44	93

66 Wilted Filifolia



Resistance

Weakness

699 EXP
3 LP
877 GALD

Habitat: Labyrinth of Memories
Drop: Filifolia Leaf, Filifolia Fruit
Steal: Filifolia Fruit

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
65	35200	350	770	990	660	820	485

67 Treant



Resistance

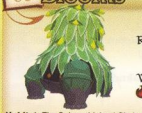
Weakness

29 EXP
3 LP
65 GALD

Habitat: Northeast Ilyccia
Drop: Sacred Tree, Medical Herb
Steal: Sacred Tree

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
10	1300	125	105	195	62	50	52

68 Blooms



Resistance

Weakness

384 EXP
3 LP
521 GALD

Habitat: The Sulzanni Island Chains (Night)
Drop: Sacred Tree, Yurzo Crystal, Treant Flower, Orange
Steal: Melange Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	15480	166	490	420	177	185	64

69 Paincorn



Resistance

Weakness

415 EXP
3 LP
676 GALD

Habitat: The Sulzanni Island Chains
Drop: Sacred Tree, Yurzo Crystal, Piney Cone, Geo Stone
Steal: Piney Cone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	15065	193	523	394	180	190	65

70 Limewreath



Resistance

Weakness

372 EXP
3 LP
805 GALD

Habitat: The Blade Drifts of Zopheir
Drop: Sacred Tree, Frost Stone, Ilyccian Ice
Steal: Frost Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	21202	179	500	445	360	146	80

71 Deadwreath



Resistance

Weakness

115 EXP
3 LP
328 GALD

Habitat: Mt. Temza
Drop: Sacred Tree, Insect Wing, Desier Gold Dust, Pineapple Gel
Steal: Insect Wing

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
36	12475	206	433	400	280	320	68

72 Insect Plant



Resistance

Weakness

149 EXP
3 LP
391 GALD

Habitat: Egothor Forest
Drop: Strong Vine, Floccus, Medical Herb, Napa Cabbage
Steal: Strong Vine

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	18569	211	433	368	298	204	71

73 Trifid



Resistance

Weakness

60 EXP
4 LP
131 GALD

Habitat: Forest of Keiv Moc
Drop: Strong Vine, Solid Thorn, Magic Resin, Soul Grass
Steal: Tomato

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
23	4600	76	265	290	100	49	55

74 Audreitz



Resistance

Weakness

340 EXP
3 LP
298 GALD

Habitat: Southeast Peyoccia Plains (Rain)
Drop: Fungus Powder, Fungus Powder MX, Aer Agaric, Orange Gel
Steal: Aer Agaric

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	13800	164	431	325	210	108	56

78 Cactus



Resistance

Weakness

65 EXP
4 LP
201 GALD

Habitat: Sands of Kogorh
Drop: Cactus Needles, Nectar Bottle, Seal Bottle, Onion
Steal: Cactus Needles

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	8080	176	333	240	220	150	168

79 Tuliper



Resistance

Weakness

18 EXP
3 LP
29 GALD

Habitat: Quoi Woods (Clear)
Drop: Red Blossom, Ilyccia Weed, Medical Herb, Onion
Steal: Red Blossom

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	700	15	122	178	42	36	38

80 Rosa Camellia



Resistance -
Weakness

207 EXP
3 LP
348 GALD

Habitat: Quoi Woods (Rain)
Drop: Rose, Medical Herb, Syrup Bottle
Steal: Rose

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	15200	196	400	376	222	162	197

250 Alraune



Resistance -
Weakness -

76 EXP
4 LP
282 GALD

Habitat: Myannema Twin Islands
Drop: Mandrake Eye, Filifolia Leaf, Floccus, Onion
Steal: Floccus

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	9581	174	320	287	217	200	157

101 Tortoise



Resistance
Weakness

77 EXP
4 LP
128 GALD

Habitat: The Fallen City, Caer Bocram
Drop: Tortoise Shell, Tolbyccian Water
Steal: Tortoise Shell

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
17	3600	55	240	260	65	42	35

128 Minicoid



Resistance -
Weakness

20 EXP
3 LP
31 GALD

Habitat: Southeast Peyoccia Plains
Drop: Aer Agaric, Fungus Powder, Gel Base
Steal: Fungus Powder

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	720	25	84	124	40	38	28

251 Mandrawigle



Resistance -
Weakness -

132 EXP
4 LP
396 GALD

Habitat: Egothor Forest (Snow)
Drop: Mandrake Eye, Peepit Egg, Soft Tail, Egg
Steal: Soft Tail

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
38	12121	157	378	230	320	106	213

102 Roctoise



Resistance
Weakness

497 EXP
4 LP
721 GALD

Habitat: Relewiese Hollow
Drop: Tortoise Shell, Weccea Ore, Weccean Lizard Fossil, Geo Stone
Steal: Weccean Lizard Fossil

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
54	35200	182	688	802	258	366	70

246 Mandragora



Resistance -
Weakness

20 EXP
3 LP
34 GALD

Habitat: Quoi Woods (Daytime) or (Sunny)
Drop: Mandrake Eye, Red Blossom, Holy Bottle
Steal: Mandrake Eye

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	840	30	85	152	68	69	74

252 Tweeny



Resistance -
Weakness -

188 EXP
4 LP
385 GALD

Habitat: Quoi Woods (Rain)
Drop: Mandrake Eye, Rose, Pineapple Gel
Steal: Rose

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
42	13600	128	512	204	360	7	175

103 Cannosso



Resistance -
Weakness -

593 EXP
5 LP
757 GALD

Habitat: The Ancient Tower, Targaron
Drop: Tortoise Shell, Tortoise Tail, Pineapple Gel
Steal: Tortoise Tail

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	38006	173	728	855	460	380	77

247 Mandragora (Aersick)



Resistance -
Weakness

229 EXP
3 LP
720 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Mandrake Eye, Red Blossom, Holy Bottle
Steal: Red Blossom

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	19600	109	509	482	328	354	216

AQUATIC

104 Crystea



Resistance -
Weakness -

414 EXP
3 LP
673 GALD

Habitat: The Eresalumen Crystallands
Drop: Tortoise Shell, Tortoise Tail, Crystal
Steal: Crystal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	34200	380	655	796	369	356	71

248 Agaric



Resistance -
Weakness -

76 EXP
4 LP
175 GALD

Habitat: The Weasand of Cados
Drop: Mandrake Eye, Aer Agaric, Fungus Powder, Shiitake
Steal: Mandrake Eye

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	8270	176	342	281	215	195	139

75 Jons



Resistance
Weakness

311 EXP
3 LP
736 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Jet-black Ink, Shell, Squid
Steal: Jet-black Ink

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
51	36800	246	623	512	480	80	90

105 Erdas



Resistance -
Weakness -

149 EXP
3 LP
355 GALD

Habitat: Hypionia
Drop: Tortoise Shell, Tortoise Tail, Hypionian Tree Bark, Pineapple Gel
Steal: Hypionian Tree Bark

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	13397	150	399	422	195	125	51

249 Dryad



Resistance
Weakness

81 EXP
4 LP
208 GALD

Habitat: Sands of Kogorh (Night)
Drop: Mandrake Eye, Cactus Needles
Steal: Cactus Needles

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
32	9999	186	355	249	231	211	146

76 Aquicia



Resistance
Weakness

219 EXP
3 LP
485 GALD

Habitat: Beldeabou Bay (Snowing) or (Snow)
Drop: Jet-black Ink, Shell, Hypionian Coral, Pitch-black Ink
Steal: Shell

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
46	19800	144	465	412	401	137	85

106 Crab Man



Resistance
Weakness

36 EXP
4 LP
74 GALD

Habitat: The Eastern Plains of Tolbyccia
Drop: Large Claws, Crab Shell, Tolbyccian Fish, Salmon
Steal: Large Claws

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
15	2380	71	195	211	83	74	88

107 Aquates Assassin



Resistance

Weakness

72 EXP
4 LP
169 GALD

Habitat: The Ghost Ship, Atherum
Drop: Large Claws, Crab Shell, Scallop
Steal: Crab Shell

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	8003	109	312	269	200	98	52

124 Polwigle



Resistance

Weakness

20 EXP
3 LP
40 GALD

Habitat: Shaikos Ruins
Drop: Soft Tail, Ilyocia Weed, Gel Base, Dried Seaweed
Steal: Soft Tail

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
8	1100	72	122	144	81	68	60

139 Boost Merfish



Resistance

Weakness

196 EXP
4 LP
342 GALD

Habitat: The Blade Drifts of Zopheir (Snowing) or (Snow)
Drop: Merman's Weapon, Merman Fin, Mackerel, Squid
Steal: Mackerel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
43	10890	193	425	341	243	201	197

112 Watergunner



Resistance

Weakness

277 EXP
4 LP
764 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Large Claws, Crab Shell, Scallop
Steal: Orange Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	28960	226	644	514	490	171	222

126 Thornwigle



Resistance

Weakness

39 EXP
4 LP
78 GALD

Habitat: The Fallen City, Caer Bocram
Drop: Soft Tail, Tolbyccian Water, Long Needle, Poison Bottle
Steal: Long Needle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
16	3000	47	199	180	79	72	86

140 Gigafish



Resistance

Weakness

300 EXP
4 LP
569 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Merman's Weapon, Merman Fin, Merman Fang, Salmon
Steal: Tuna

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	24800	213	536	477	420	360	216

113 Ribbit



Resistance

Weakness

27 EXP
3 LP
55 GALD

Habitat: Shaikos Ruins
Drop: Toad Oil, Orange Gel, Salmon
Steal: Toad Oil

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
11	1550	73	129	190	83	38	72

133 Merfish



Resistance

Weakness

30 EXP
3 LP
59 GALD

Habitat: Shaikos Ruins
Drop: Merman's Weapon, Merman Fin, Mackerel, Nectar Bottle
Steal: Merman Fin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
12	1500	93	132	155	107	97	76

202 Tentacler



Resistance

Weakness

28 EXP
3 LP
50 GALD

Habitat: Corridor Beach
Drop: Ilyocia Weed, Squid, Jet-black Ink
Steal: Squid

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
11	1800	145	125	168	94	99	38

115 Spikkit



Resistance

Weakness

47 EXP
4 LP
85 GALD

Habitat: The Fallen City, Caer Bocram
Drop: Toad Oil, Long Needle, Syrup Bottle, Salmon
Steal: Long Needle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
17	2600	80	222	205	94	73	84

134 Electrifish



Resistance

Weakness

265 EXP
4 LP
626 GALD

Habitat: The Blade Drifts of Zopheir (Daytime) or (Sunny)
Drop: Ilyccian Ice, Merman's Weapon, Merman Fin, Salmon
Steal: Merman's Weapon

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	19876	212	512	456	369	300	242

203 Octopoise



Resistance

Weakness

108 EXP
4 LP
265 GALD

Habitat: Beldeabou Bay
Drop: Jet-black Ink, Hypionian Coral, Shell
Steal: Jet-black Ink

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	8640	161	344	260	269	174	83

118 Rasslebit



Resistance

Weakness

127 EXP
4 LP
453 GALD

Habitat: Hypionia
Drop: Toad Oil, Hypionian Tree Bark
Steal: Hypionian Tree Bark

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
40	21111	146	405	189	162	174	190

135 Predafish



Resistance

Weakness

59 EXP
4 LP
141 GALD

Habitat: The Ghost Ship, Atherum
Drop: Merman's Weapon, Merman Fin, Merman Fang, Tuna
Steal: Shrimp

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	7216	127	286	168	174	146	143

273 Dreaded Giant



Resistance

Weakness

1200 EXP
20 LP
1000 GALD

Habitat: The Fallen City, Caer Bocram
Drop: Shield Light
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
24	34800	500	330	280	240	140	24

119 Pearllit



Resistance

Weakness

141 EXP
4 LP
362 GALD

Habitat: West Sulion Island (Snowing) or (Snow)
Drop: Toad Oil, Hypionian Coral, Mystic Orb, Life Bottle
Steal: Mystic Orb

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
37	10256	169	380	294	191	178	192

136 Teethee



Resistance

Weakness

189 EXP
4 LP
444 GALD

Habitat: The Blade Drifts of Zopheir (Snowing) or (Snow)
Drop: Merman's Weapon, Merman Fin, Merman Fang, Shrimp
Steal: Tuna

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
44	18500	109	470	320	212	178	160

274 Gusios



Resistance

Weakness

18000 EXP
30 LP
18000 GALD

Habitat: The Erealumen Crystallands
Drop: Strange Stone
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
56	321020	1400	705	712	500	280	188

275 Gusios Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Strange Stone
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
67	460000	1800	830	969	800	410	255

110 Sworpion



Resistance
Weakness

401 EXP
3 LP
693 GALD

Habitat: The Erealumen Crystallands
Drop: Large Claws, Scorpion Tail
Steal: Scorpion Tail

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
53	31260	212	715	510	430	390	259

212 Silver Stag



Resistance
-
Weakness
-

547 EXP
5 LP
782 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: Insect Horn, Sharp Blade, Seal Bottle
Steal: Sharp Blade

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	28900	230	700	516	462	379	260

297 Baitojoh



Resistance
-
Weakness
-

0 EXP
0 LP
0 GALD

Habitat: The Blade Drifts of Zopheir
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	204640	1000	634	699	540	342	224

111 Deathseeker



Resistance
Weakness

543 EXP
5 LP
789 GALD

Habitat: The Ancient Tower, Tarqaron
Drop: Large Claws, Scorpion Tail
Steal: Large Claws

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
57	34000	255	752	529	462	423	201

213 Gaina Firefly



Resistance
-
Weakness
-

320 EXP
4 LP
207 GALD

Habitat: Zadrack Peninsula (Night)
Drop: Aphid, Greenlight Stone, Nectar Bottle
Steal: Aphid

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	5420	156	292	227	201	179	143

298 Baitojoh



Resistance
-
Weakness
-

12000 EXP
30 LP
7500 GALD

Habitat: The Blade Drifts of Zopheir
Drop: Paralysis Charm
Steal: Saffron

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	204640	1000	634	699	540	342	224

208 Beetle



Resistance
Weakness

50 EXP
4 LP
77 GALD

Habitat: Forest of Keiv Moc
Drop: Tolbyccian Fish, Insect Horn, Magic Lens, Onion
Steal: Insect Horn

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
19	3600	77	220	225	84	55	113

214 Gold Beetle



Resistance
-
Weakness
-

280 EXP
4 LP
230 GALD

Habitat: Ehmead Hill (Rain)
Drop: Aphid, Giant Aphid, Panacea Bottle
Steal: Aphid

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	5620	156	292	227	201	179	143

209 Giant Beatle



Resistance
-
Weakness
-

28 EXP
3 LP
62 GALD

Habitat: Ehmead Hill (Daytime) or (Sunny)
Drop: Aphid, Nectar Bottle, Poison Bottle, Lettuce
Steal: Aphid

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
13	1920	55	142	200	95	85	80

215 Bee



Resistance
-
Weakness

22 EXP
3 LP
26 GALD

Habitat: Quoi Woods
Drop: Insect Wing, Long Needle, Apple Gel
Steal: Long Needle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
7	780	40	94	155	68	58	72

INSECT

108 Spider



Resistance
-
Weakness

101 EXP
4 LP
153 GALD

Habitat: The Weasand of Cados
Drop: Spider Web, Melange Gel, Cabbage
Steal: Spider Web

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	8450	128	364	264	198	221	161

210 Cheiron



Resistance
Weakness

408 EXP
4 LP
662 GALD

Habitat: The Erealumen Crystallands
Drop: Insect Horn, Sharp Blade, Simple Tent, Kiwifruit
Steal: Sharp Blade

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
51	29600	204	700	500	222	302	262

216 Giant Bee (Aersick)



Resistance
-
Weakness

213 EXP
3 LP
573 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Insect Wing, Long Needle
Steal: Insect Wing

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	16500	171	568	284	299	180	289

109 Green Spider



Resistance
Weakness
-

117 EXP
4 LP
140 GALD

Habitat: Sands of Kogorh
Drop: Spider Web, Cactus Needles, Desier Gold Dust
Steal: Cactus Needles

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
31	9260	132	336	260	193	198	165

211 Sawtosaw



Resistance
-
Weakness
-

124 EXP
4 LP
212 GALD

Habitat: Southern Tolbyccia
Drop: Tolbyccian Water, Insect Horn
Steal: Tolbyccian Water

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	8620	142	350	291	164	138	194

217 Sonic Bee



Resistance
-
Weakness
-

66 EXP
4 LP
155 GALD

Habitat: Tolbyccia Southern Islands
Drop: Insect Wing, Long Needle, Peach
Steal: Insect Wing

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
26	7216	113	282	218	92	81	196

218 Killer Bee



Resistance -
Weakness -

260 EXP
4 LP
396 GALD

Habitat: Weccea
Drop: Insect Wing, Yurzo Fruit, Sharp Blade
Steal: Yurzo Fruit

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
42	14650	190	500	383	395	230	297

219 Killing Cupid



Resistance -
Weakness -

475 EXP
5 LP
708 GALD

Habitat: Relewiese Hollow
Drop: Insect Wing, Steel Arrow Head, Melange Gel, Banana
Steal: Steel Arrow Head

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	27300	240	726	451	412	153	324

220 Gun Hornet



Resistance -
Weakness -

553 EXP
5 LP
780 GALD

Habitat: The Ancient Tower, Targaron
Drop: Insect Wing, Naevimetal, Holy Bottle
Steal: Naevimetal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	30299	167	759	502	662	324	307

221 Grasshopper



Resistance
Weakness

52 EXP
4 LP
95 GALD

Habitat: Forest of Keiv Moc
Drop: Devil's Sickle, Tolbyccian Water, Magic Resin, Life Bottle
Steal: Cabbage

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
21	4888	44	245	200	52	40	93

222 Death Mantis



Resistance
Weakness

81 EXP
4 LP
198 GALD

Habitat: Zadrack Peninsula
Drop: Devil's Sickle, Desier Iron Sand, Silver Ore, Cucumber
Steal: Devil's Sickle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
29	9100	109	355	278	187	190	156

223 Nuggethopper



Resistance
Weakness

141 EXP
4 LP
406 GALD

Habitat: Egothor Forest
Drop: Devil's Sickle, Sharp Blade, Geo Stone
Steal: Geo Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
39	13566	140	437	395	269	149	181

224 Flora Mantis



Resistance
Weakness

291 EXP
4 LP
555 GALD

Habitat: Northern Sulzanni Islands
Drop: Devil's Sickle, Yurzo Crystal, Air Stone
Steal: Yurzo Crystal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	25000	166	523	440	340	185	212

225 Giant Mantis



Resistance
Weakness

563 EXP
5 LP
795 GALD

Habitat: The Ancient Tower, Targaron
Drop: Devil's Sickle, Naevimetal
Steal: Pineapple Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
63	40000	198	800	623	634	598	284

276 Gigalarva



Resistance
Weakness

1100 EXP
25 LP
1100 GALD

Habitat: Forest of Keiv Moc
Drop: Spicy Potion, Great Crab Shell
Steal: Savory

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
25	48000	440	358	399	260	185	184

277 Gigalarva Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Spicy Potion, Great Crab Shell
Steal: Savory

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
67	450000	880	860	791	708	369	204

278 Hermit Drill



Resistance
Weakness

10000 EXP
30 LP
8000 GALD

Habitat: The Weasand of Cados
Drop: Great Crab Shell
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	73600	590	455	510	398	396	322

279 Hermit Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Great Crab Shell
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
61	380000	1180	765	928	680	500	421

303 Chimera Butterfly



Resistance
Weakness

16000 EXP
30 LP
8000 GALD

Habitat: Quoi Woods
Drop: Dragon Powder, Melange Gel
Steal: Holy Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
50	166800	400	710	780	530	340	420

304 Chimera Memory



Resistance
Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Dragon Powder, Melange Gel
Steal: Holy Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
64	432000	440	800	863	720	400	518

305 Medusa Butterfly



Resistance -
Weakness -

14000 EXP
30 LP
9500 GALD

Habitat: Sands of Kogorh
Drop: Dragon Powder
Steal: Holy Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
45	117200	320	643	612	555	348	388

306 Medusa Memory



Resistance -
Weakness -

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Dragon Powder
Steal: Holy Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
67	469850	480	798	860	793	560	545

INORGANIC

77 Roctus



Resistance
Weakness

572 EXP
3 LP
734 GALD

Habitat: Relewiese Hollow
Drop: Blastium Ore, Life Bottle, Geo Stone, Silver Ore
Steal: Geo Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	30000	229	681	422	500	66	325

231 Golem



Resistance -
Weakness -

27 EXP
3 LP
55 GALD

Habitat: Shaikos Ruins
Drop: Blastinum Ore, Nectar Bottle
Steal: Blastinum Ore

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
11	2200	37	140	200	42	38	71

232 Gear Golem



Resistance -
Weakness -

74 EXP
4 LP
152 GALD

Habitat: The Tower of Gears, Ghastarost
Drop: Naevimetal, Blastium Ore
Steal: Naevimetal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
25	5800	33	297	333	55	48	55

233 Hammer Golem



Resistance -
Weakness -

563 EXP
5 LP
827 GALD

Habitat: The Ancient Tower, Targaron
Drop: Naevimetal, Blastium Ore, Silver Ore
Steal: Silver Ore

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
59	32500	146	730	506	221	193	130

234 Ice Golem



Resistance
Weakness

300 EXP
4 LP
633 GALD

Habitat: The Blade Drifts of Zopheir (Daytime) or (Sunny)
Drop: Naevimetal, Frost Stone, Blastium Ore
Steal: Frost Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	21250	130	507	461	194	176	116

235 Gentlegolem



Resistance -
Weakness -

2500 EXP
5 LP
1100 GALD

Habitat: Father Muzaeli Mountains (Tornado)
Drop: Naevimetal, Blastium Ore, Blastium Ore J, Orange Gel
Steal: Naevimetal

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	30000	96	702	554	120	107	85

236 Fake



Resistance -
Weakness -

200 EXP
4 LP
3000 GALD

Habitat: The Ghost Ship, Atherum
Drop: Fake Box Fang, Sticky Flour
Steal: Panacea Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
28	8913	181	359	271	159	125	166

237 Seed



Resistance
Weakness

300 EXP
4 LP
4000 GALD

Habitat: The Fallen City, Caer Bocram
Drop: Fake Box Fang, Magic Resin, Peach
Steal: Holy Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
30	9625	192	422	293	172	137	175

238 Capiora



Resistance -
Weakness -

200 EXP
4 LP
5000 GALD

Habitat: The Mobile Fortress, Heracles
Drop: Fake Box Fang, Naevimetal
Steal: Panacea Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
42	22222	214	530	490	217	252	231

239 Pandor



Resistance -
Weakness -

800 EXP
4 LP
20000 GALD

Habitat: Mt. Temza
Drop: Fake Box Fang, Geo Stone, Sticky Flour
Steal: Geo Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	37000	363	888	659	631	462	250

240 Quadra



Resistance -
Weakness -

600 EXP
5 LP
10000 GALD

Habitat: The Erealumen Crystallands
Drop: Fake Box Fang, Mystic Orb, Holy Bottle
Steal: Mystic Orb

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	35000	343	790	615	530	427	292

241 Murder



Resistance -
Weakness -

176 EXP
3 LP
575 GALD

Habitat: The Mobile Fortress, Heracles
Drop: Iron Leg
Steal: Lottery Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
42	18960	129	445	420	289	126	212

242 Blade Murder



Resistance -
Weakness -

184 EXP
3 LP
518 GALD

Habitat: The Mobile Fortress, Heracles
Drop: Iron Leg, Sharp Blade, Pineapple Gel
Steal: Iron Leg

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
44	22560	109	499	400	212	178	226

243 Perfect Murder



Resistance -
Weakness -

296 EXP
5 LP
741 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Iron Leg, Geo Stone, Silver Ore
Steal: Silver Ore

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
49	29660	189	588	492	369	255	220

244 Guilty Murder



Resistance -
Weakness -

224 EXP
4 LP
684 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Iron Leg
Steal: Iron Leg

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
48	21222	140	536	462	326	275	229

245 Trans Murder



Resistance -
Weakness -

236 EXP
4 LP
690 GALD

Habitat: The Imperial Capital, Zaphias
Drop: Iron Leg, Sharp Blade, Melange Gel
Steal: Iron Leg

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
47	20650	119	512	419	403	310	244

263 Goliath



Resistance -
Weakness -

600 EXP
10 LP
500 GALD

Habitat: Shaikos Ruins
Drop: Antibiotics
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
18	19200	320	272	234	90	76	103

264 Goliath Memory



Resistance -
Weakness -

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Antibiotics
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
65	440000	880	900	946	790	1024	140

265 Poseidon



Resistance
Weakness

12000 EXP
30 LP
15000 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Rare Metal
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	213812	540	778	920	450	1040	79

266 Poseidon Memory



Resistance

Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Rare Metal
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
62	320000	1000	875	988	512	1140	90

165 Dragon Gramps



Resistance

Weakness

720 EXP
4 LP
1100 GALD

Habitat: Labyrinth of Memories
Drop: -
Steal: -

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
70	42000	422	870	1100	550	920	349

188 Passion Cockatrice



Resistance

Weakness

485 EXP
5 LP
760 GALD

Habitat: The Mother Cados Mountains – Northern Desert (Night)
Drop: Cockatrice Claw, Flare Stone, Life Bottle
Steal: Flare Stone

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
55	28900	219	680	422	301	268	244

166 Fantail



Resistance

Weakness

560 EXP
5 LP
754 GALD

Habitat: The Ancient Tower, Targaron
Drop: Scaly Dragon Skin, Solid Thorn, Air Stone
Steal: Solid Thorn

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
58	29123	306	713	532	480	400	281

191 Great Cockatrice



Resistance
-
Weakness
-

486 EXP
4 LP
758 GALD

Habitat: Relewiese Hollow
Drop: Cockatrice Claw, Cockatrice Beak, Lottery Gel
Steal: Cockatrice Beak

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
54	27400	139	698	400	500	321	142

SCALE

132 Axigle



Resistance
-
Weakness
-

117 EXP
3 LP
201 GALD

Habitat: Mt. Temza
Drop: Solid Thorn, Scaly Dragon Skin, Desier Iron Sand
Steal: Scaly Dragon Skin

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
33	10860	146	421	213	239	154	182

184 Basilisk



Resistance
-
Weakness
-

39 EXP
3 LP
73 GALD

Habitat: Ehmead Hill
Drop: Basilisk Scale, Poison Bottle
Steal: Basilisk Scale

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
14	2500	78	160	172	91	44	84

299 Khroma Dragon



Resistance

Weakness

22000 EXP
30 LP
8000 GALD

Habitat: Relewiese Hollow
Drop: Rainbow Lens
Steal: Red Sage

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
59	393300	1400	722	695	850	462	180

137 Lizardman



Resistance

Weakness

287 EXP
4 LP
735 GALD

Habitat: The Enduring Shrine of Zaude
Drop: Lizardman's Weapon, Tough Leather, Apple
Steal: Lizardman's Weapon

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
49	27800	145	580	431	360	190	173

185 Black Basilisk



Resistance
-
Weakness
-

51 EXP
4 LP
74 GALD

Habitat: Port Capua Nor, Ragou's Residence
Drop: Basilisk Scale, Poison Bottle
Steal: Basilisk Scale

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
17	2600	90	177	180	59	61	110

300 Khroma Memory



Resistance

Weakness

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Rainbow Lens
Steal: Red Sage

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
66	452000	2200	824	796	960	532	220

138 Strong Lizard



Resistance

Weakness

493 EXP
5 LP
681 GALD

Habitat: Relewiese Hollow
Drop: Lizardman's Weapon, Tough Leather, Weccean Lizard Fossil, Potato
Steal: Lemon Gel

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
54	28600	219	705	462	343	244	268

186 Spinosaurus



Resistance
-
Weakness
-

64 EXP
4 LP
186 GALD

Habitat: Swendle Island
Drop: Basilisk Scale, Tolbyccian Water, Tolbyccian Fish, Potato
Steal: Tolbyccian Fish

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
29	7960	121	336	248	175	157	138

301 Griffin



Resistance
-
Weakness
-

15000 EXP
30 LP
7500 GALD

Habitat: Northeast Yurzorea
Drop: Griffin Claw, Yurzo Crystal
Steal: Panacea Bottle

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
59	879800	1200	715	752	500	620	588

163 Heavy Bottom



Resistance

Weakness

127 EXP
4 LP
256 GALD

Habitat: Mt. Temza
Drop: Scaly Dragon Skin, Solid Thorn
Steal: Solid Thorn

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
35	10269	201	444	283	288	226	190

187 Cockatrice



Resistance
-
Weakness
-

135 EXP
4 LP
214 GALD

Habitat: The Mother Cados Mountains – Northern Desert (Daytime) or (Sunny)
Drop: Cockatrice Claw, Desier Iron Sand
Steal: Cockatrice Claw

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
34	9450	142	350	291	206	209	162

302 Griffin Memory



Resistance
-
Weakness
-

30000 EXP
30 LP
15000 GALD

Habitat: Labyrinth of Memories
Drop: Griffin Claw, Yurzo Crystal
Steal: Panacea Bottle

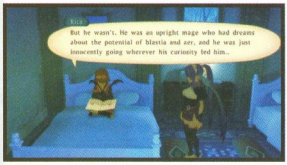
LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL
66	4445690	1800	809	800	690	700	622

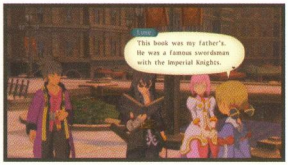
EXTRAS

Tales of Vesperia has numerous additional challenges, quests, and mini-games that extend the gameplay far beyond the main story campaign. This chapter covers all of the mini-games, side-quests, battles, and dungeons that didn't fit into the walkthrough. Keep reading to get the most out of your *Tales of Vesperia* experience.

CONVERSATIONS, DISCOVERIES, AND MORE

The planet of Terca Lumireis is a living, evolving world filled with countless inhabitants busy spending their days trying to make a better life for themselves. Many of the townspeople tend to follow the same routines from day to day, but there are always those who break the pattern. These people often have interesting pieces of information to give, a favor to ask, or perhaps an item to offer. Talk to them. It's also important to consider that information can be gained from the members of Brave Vesperia by doing things out of the ordinary and by mixing up your own routines when playing the game.





Follow the tips listed here to ensure that you encounter as many of the private conversations, sub-events, and background story elements as possible. Many of the more subtle conversations can ultimately lead to earning a new title for a character, or perhaps even a new skill or piece of equipment.

Talk to Everyone

Many of the people you encounter will only reveal some necessary information after several attempts at talking to them. Continue pressing the A Button to speak with them until they begin repeating themselves. Don't assume the person (or child or dog) has nothing to say. Always speak to them!

Make Return Visits

Take advantage of the time you have to travel freely through the land and return to previously-visited cities and villages to look for clues. Talk to everyone again. Pay special attention to those who seem out of place or who you don't recognize from your previous visit. Visit the shops again and stay in an inn.

Limit One-Night Stands

Spend a second night in an inn every now and then (particularly at Aurnion) to see if the members of Brave Vesperia have anything interesting to say to one another. You will occasionally witness a conversation between two or three members, or you may even witness a dream or other event.

Change up the Party

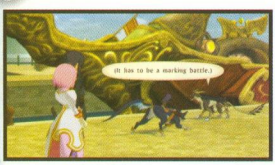
Some of the conversations and sub-events only trigger when a particular party member is in your active group. Although this is rarely the case outside of specific situations covered in the walkthrough, experiment with changing the party leader and active party composition to see what happens.

Examine Everything

Move slowly through the environment while pressing the A Button to inspect anything and everything for an item or a clue. This is especially important in the towns you visit later in the game. There are clues to be had, but you must be thorough and, especially concerning Myorzo, make return trips to uncover them.

SIDE-QUESTS

Dog Map

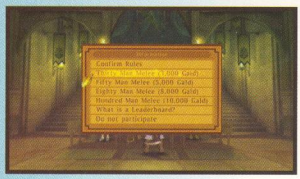


Return to Capua Torim during the third act of the main story and look for another large dog on the dock. This is Repede's rival. The two will talk (in dog language, of course) and decide to have a contest to see which of them can mark the most territory. To mark an area, the party must spend the night camping in a particular spot. Use more valuable items, such as the Tent or Barrier, to increase Repede's influence in an area and spend at least 3-5 minutes in an area to mark over the Rival Dog's area. Open the World Map and press the Y Button to view the Dog Map to see how the marking is going and to see where Repede needs to focus his attention.

Areas with specific weather patterns, the open sea, and Targaron are unaffected by Marking.
An event will occur once Repede has marked 50%, 85%, and 100% of the areas.

Coliseum Battles

Visit the Coliseum in Nordopolica and speak to the middle registrar at the base of the long staircase to sign up for one of the many arena battles held here. Each battle has a specific entry fee and set of prizes. To participate, you must select one member of your party (you decide which one) to fight against 30, 50, 80, 100, or even 200 enemies. A set of items is provided at the start of the battle and you cannot switch equipment during the battle. Each battle has a time limit.





The toughness of the enemies increases the further you get into each melee, but the beginning of every melee is the same. So, for example, the first 30 enemies encountered during the 50-Man Melee will be the same 30 foes you defeated in the 30-Man Melee. Only enemies 31 through 50 will be new. Similarly, those same 50 enemies will be the first you encounter in the 80-Man, 100-Man, and 200-Man Melees. You'll seldom encounter more than six enemies at once, except for the beginning of each melee. The later you get into each melee, the stronger the enemies are, but also the fewer their numbers. There is no penalty for failing a battle other than the loss of your entry fee, so don't be afraid to give one a try. Work through the ranks and only try the 100-Man Melee after you've reached level 60 or higher and have completed the 80-Man Melee with plenty of items left over.

Arena Battles

BATTLE	ENTRY FEE	TIME LIMIT	REQUIREMENT
30-Man Melee	3000 Gald	2:00	-
50-Man Melee	5000 Gald	7:00	-
80-Man Melee	8000 Gald	12:00	-
100-Man Melee	10000 Gald	15:00	Be carrying the "Sea Maiden's Challenge"
200-Man Melee	20000 Gald	25:00	Must complete the 100-man event with three or more characters. Be carrying the "Strongman Challenge" on second playthrough.

Prizes

BATTLE	1ST TIME	2ND TIME (PLUS)
30-Man	6000 Gald, Gel Set, 3 Limit Bottles	6000 Gald, Gel Set
50-Man	10000 Gald, Herb Set	10000 Gald, Gel Set
80-Man	16000 Gald, Red Herb Set	16000 Gald, Gel Set
100-Man	20000 Gald, Character-Specific Prize	20000 Gald, Gel Set
200-Man	20000 Gald, Arredoval, Slingshot, Dhaos' Cape, Shizel's Necklace, Title	20000 Gald, Gel Set

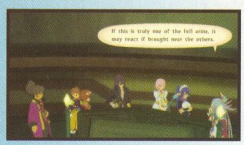
Character-Specific Prizes for 100-Man Melee

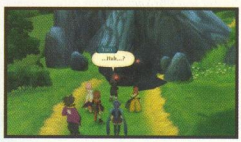
CHARACTER	PRIZES
Yuri	Star Mail, Colossus
Estelle	Imperial Guard, Sanctuary, Secret Magic MX, Comet Light, Star Light
Karol	Brave Helm, Drill Hammer
Rita	Elemental Goggles, Sacred Chain
Raven	Glorious Helm, Celestial Star
Judith	Dragonic Coat, Gadochaos
Repede	Aer Fragment, Maximum Dog

Level 4 and 5 Sorcerer's Ring

You'll no doubt notice numerous treasure chests blocked from Yuri's reach by various obstructions such as boulders, bushes, and even petrified logs. Although some of the obstacles can be cleared away with a Level 3 Sorcerer's Ring, others can only be eliminated with a Level 4 or 5 Sorcerer's Ring. Fortunately for Yuri, powering up his Sorcerer's Ring further than the mandatory Level 3 is as easy as a return trip to Myorzo!

Fly Ba'ul into the wandering jellyfish-shaped Entelexeia that houses Myorzo (see the World Map for current location) and visit the elder to receive the **Abyssion** sword. Take this sword to the Aer Krene on the island southeast of Nordopolica. The boulder blocking the path shatters when it senses the presence of the Abyssion Sword. Enter the aer krene and head out to the center of the cave to power-up the Sorcerer's Ring to Level 4. Now visit any of the other aer krene in the world and enter the center of it to gain the **Level 5 Sorcerer's Ring**. Now you can blast through any obstacle in any of the dungeons!





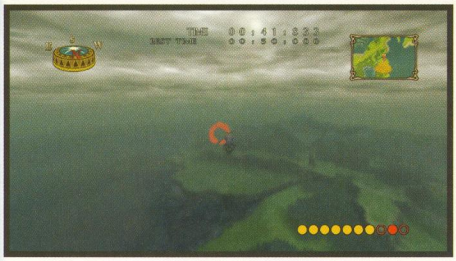


Dragon Races



Visit the floating city of Myorzo and talk to the little boy on the walkway beneath the shop. This little tike is mighty proud of the massive Entelexeia that Myorzo rides along in and he has some rather harsh criticism for Ba'ul. He gives Judith a chance to have Ba'ul prove his worth by setting up a series of race courses that test Ba'ul's flying capabilities and your ability to navigate.

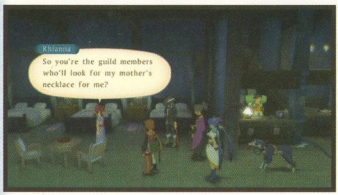
The object of these races is to fly around and collect the 10 yellow and red rings as fast as possible. Collecting the red rings gives a slight time bonus, but collecting red rings consecutively increases the time bonus (1.5 seconds for one, 3 seconds for two in a row, and 5 seconds for three in a row). The rings are very close together in the first race, but they are spread further apart in each subsequent event. Fortunately, the time limit increases accordingly. The yellow and red rings both appear on the mini-map in the corner of the screen and also in the map overlay. While not necessary for the first two races, you should fly with the map overlay on for the final three events. Try to link red rings whenever possible to gain the maximum time bonuses, but not if it means flying out of your way to do so. The party earns **Krones' Dew** at the completion of the third race.

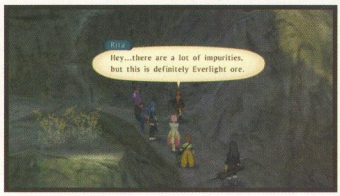




Guild Work

Brave Vesperia will start taking on assignments as part of the Union after Yuri has his meeting with Flynn about the fate of Cumore. These assignments range in structure, difficulty, and pay, but serve to give a sample of the types of jobs the various guilds rely on for money. The majority of the assignments amount to running errands for various people around the world. Guilds can only take on one job at a time, so complete these quests in order. The majority of these assignments are acquired by speaking with the bartender in the Sagittarius tavern at Dahngrest.





Guild Work Assignments

NAME	AVAILABLE UNTIL	LOCATION	DESCRIPTION
Proof of Friendship	End of Act 2	Mantaic	Deliver the Book of Friendship from Yu to Nobis. Nobis is at the inn in Capua Torim.
Lost Memento	End of Act 2	Dahngrest	Speak to Rhianna in the inn in Dahngrest and find her lost Everlight Necklace. Bring a Small Bird Feather to the Labor Camp in Heliord to exchange for it.
Crimson Stone	End of Game	Dahngrest	Nobis is in Capua Torim and is looking for Everlight Ore. Climb Mt. Temza and retrieve the ore for him.
Capture a Criminal	End of Game	Dahngrest	Find Leblanc in the Lower Quarter of Zaphias to learn about the criminal. Follow the tips to the Manor of the Wicked and find the Letter to the Soul Smiths before returning to the Lower Quarter.
Lost in the Ruins	End of Game	Dahngrest	Visit the Union HQ and talk to Markham or Joshua. Head to Baction and look for the Shovel, then return to the Union HQ.
To Kill a Monster	End of Game	Dahngrest	Head from Dahngrest to Capua Torim then to Mantaic before going to Mt. Temza to hunt the monster. Return the Pterobronc Claw to Dyne in Mantaic.
Irmine's Manual	End of Game	Dahngrest	This mission takes you on a tour of the world in search of the Irmine's Manual. You'll head to Nam Cobanda Isle in the northwest ocean, to Aurnion, Zaphias, Capua Torim and even the deck of Atherum before returning to Caer Bocram and Dahngrest. Nobis is in Mantaic.
Guild Work	End of Game	Dahngrest	Visit the bartender in Dahngrest after completing the final assignment.

BLOCKED-OFF CHESTS

- Keiv Moc
- Mt. Temza
- Quoi Woods
- Relewiese
- Tower of Tarqaron



Return to each of the following areas and use the Level 5 Sorcerer's Ring to blast away the obstacles on the trails to gain the chests behind them. Many of these chests contain valuable items and equipment that, while not necessary to complete the game, will certainly provide Brave Vesperia with a nice advantage and also help you unlock the Achievement for finding all of the chests.

THE 7 FELL ARMS

The Abyssion sword that the elder in Myorzo hands over to Yuri is said to be one of the 7 fell arms, or magic weapons. Equipping this weaponry grants great power to the guild of Brave Vesperia. Follow the steps that follow to find these items before heading to Tarqaron.

1. Go to the room of the Myorzo Elder and acquire the *Abyssion* sword.
2. Use Ba'ul to reach the aer krene to the southeast of Nordopolica and approach the boulder blocking the entrance to receive the *Zarich*.
3. Get to the bottom of aer krene to level up your Sorcery Ring to level 4.
4. Get the fell arms *Nebilim* from the treasure chest in the furthest map in the Forest of Keiv Moc. Burn the bushes that block the path.
5. Get the fell arms *Uroborg* and *Susanoh* from the chests in the Tower of Tarqaron.
6. Once you have at least four of the fell arms, an event will occur when you board Ba'ul.
7. Defeat the Chimera Butterfly in Quoi Woods, then get the fell arms *Glasya Labolas* from the chest to the left of the tree.
8. Get the Magic Sword *Mercurius* from the chest by going down the lower west road at the Relewiese waypoint station (memorial camp area).
9. Once you've collected seven magic swords, an event will occur when you board Ba'ul again.
10. Return to Aurnion. An event will occur when you enter Aurnion. (If another event occurs instead, leave and come back.)
11. When you get to the last battle with Duke in Tarqaron, an event will occur wherein you unleash the power of the Magic Swords. This will happen when Duke enters the final stage of the battle.

GIGANTO MONSTERS

There are a number of abnormally large monsters in the world whose defeat is not necessary in order to complete the game. These monsters are known as Giganto Monsters and in addition to being extremely large, they also have tremendous quantities of HP and are of a high experience level.





Some of these Giganto Monsters were covered in the main walkthrough section of this book, while others were simply too strong to be challenged at the time or required return visits with advanced capabilities.

Follow along with the walkthrough until it's time to bid farewell to Aurnion and head to Tarqaron for the final encounter with the Adephagos. This is the perfect time to take a break from advancing the story and focus on hunting down the remaining Giganto Monsters. Note that some only appear on return visits to these areas, so don't fret if you don't recall seeing them on your initial visit.

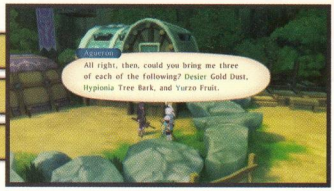
GIGANTO MONSTER LOCATIONS

MONSTER (LV)	LOCATION	ITEM EARNED	NOTE
Brutal (58)	Peyoccia Plains-Southern Trails	Long Horn	Just north of Deidon Hold. Appears after exiting the Blade Drifts of Zopheir. Ignore the Rhinossus, as the Brutal can summon replacements.
Medusa Butterfly (45)	Sands of Kogorh	Dragon Powder	Located in the southwest corner of the northern section of the desert.
Hermit Drill (34)	Weasand of Cados	Great Crab Shell	In the southern corner of the first area of the cave.
Brucis (62)	Egothor Forest	Bluewing	Down the hill from the Save Point. Leave this Giganto for last, as it's very strong.
Pterobronc (49)	Mt. Temza	Great Raptor Beak	Return to Mt. Temza after gaining Ba'ul to find this beast in the large crater near the entrance.
Fenrir (58)	Erealumen Crystallands	Great Wolf Fang	In the northeast corner of the cave, beyond the second crystal-bridge.
Poseidon (55)	Enduring Shrine of Zaude	Rare Metal	Return to the shrine for a second visit later on to uncover this rare monster.
Chimera Butterfly (50)	Quoi Woods	Dragon Powder	Return with the Level 4 Sorcerer's Ring and burn the bushes to the north.
Griffin (59)	Northeast Yurzorea	Griffin Claw	Fly to the 6th continent in the northwest corner of the World Map and search the field for this foe.

Evolving Aurnion

Although not as official as the missions supplied by the bartender in Dahngrest, Brave Vesperia can also perform tasks for the Knight named Agueron in the town of Aurnion (near the Aurnion HQ). Talk to Agueron before heading off for Tarqaron to learn what he needs to make Aurnion an even bigger and better place. Retrieve the items he specifies (consult the "Monster Book" and "Items & Equipment" chapters of this book to see where they can be obtained) and return them to him to get the next list of requirements. Bring all three sets of items to him to gain the **King's Cape** accessory and watch the town evolve.

1. Desier Gold Dust x3, Hypionia Tree Bark x3, and Yurzo Fruit x3
2. Might Orb x3, Treant Flower x3, Mystic Orb x3, Great Leo Fang x3, and Crystal x3
3. Greenlight Stone, Pitch-Black Ink, Rare Metal, and 500000 Gald

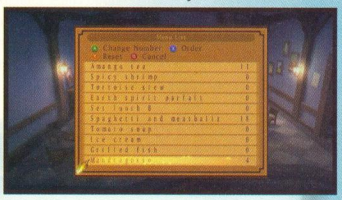




Restaurants Are Tough

Pay a visit to the Sagittarius tavern in Dahngrest and speak to the woman in the middle behind the bar. She runs the restaurant at the bar and needs some extra help. Select a person from the party to act as a server (some characters have a harder job than than others—start with Judith) and tend to the customers. You must take the order from customers one person at a time, tell the lady at the bar the order, then deliver the food back to the proper person when it's ready. You must not take an order from the next diner until the previous customer's food has been delivered. Fortunately, the food is prepared in a few seconds time.





Have a pen and paper handy to take down the orders. The customers have complicated orders, usually involving a different quantity of two or three different menu items. Writing their order down makes all the difference.

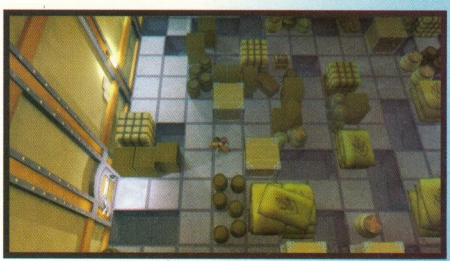
Tend to the customers who are getting the most impatient first. You need to satisfy all of the customers in order to move on to the next round (there are three rounds), so serve the angriest ones first.

Pay close attention to whose order you take and watch for them to change their mind. Ring the order carefully and deliver it back to the proper person. Remember that there are two pages of menu items! Some of the items sound similar, so read the menu carefully.

Completing all three rounds of this mini-game earns new titles and costumes for the characters and a good amount of Gald too! Start with Judith and the other girls, then move on to the boys. Raven's first round of employment is far more complex than Judith's third round, so practice before trying it! Complete the game with all five characters to get a special prize.

Warehouse Storekeeper

You'll no doubt encounter various members of Fortune's Market standing watch outside a "messy" warehouse. Return to these locations after starting the spirit hunt in Chapter 3 to have Karol participate in this warehouse-cleaning mini-game. This is a challenging puzzle game that requires Karol to slide large heavy crates around the floor into gaps in warehouse floor to form a path that will allow him to access all of the treasure chests in the warehouse. Karol can only push or pull the crates, and cannot slide them perpendicular to the direction he's facing, which means he must always be able to stand in front of or behind the crate he's moving. This makes cleaning the warehouses very difficult! Do you think you're up to the challenge?



Nam Cobanda Isle

Use Ba'ul to reach this isolated island in the northwest corner of the World Map and pay a visit to the festival. Get your tickets (10 Gald each) at the gate and head inside the gymnasium on the left. Here you can buy chips, play games, use the in-game Skit Player and Movie Player, and even participate in a play! The big draw at the Gymnasium is the poker table. Put your skills to the test to earn as many chips as possible. Purchase chips with Gald (or Grade) and trade them in for valuable prizes. Chips cannot be exchanged for Grade or Gald.



Prize Exchange

ITEM	CHIPS
Miracle Gel	10
Barrier	10
Specific	20
Treat	20
Special Gel	100
Limit Bottle	500
Holy Avenger +1	35,000
Calabash Potion	50,000
Harold's Mask	70,000
Miracle Bangle	100,000
Risky Ring	111,111
Final Symbol	222,222

POKER

Standard 5-Card Draw rules apply. Make any of the hands to win chips. Winning hands of two pair or better earn a chance to double your winnings by playing High-Low. You can double your bet up to five times by picking whether the next card will be higher or lower than the card showing. A tie is considered a win, so this is an effective way of winning chips. Bet at least 40 chips per hand until you have over 3000 chips, then increase your wager each hand. Betting 40 chips might seem like a lot if you only have a few hundred, but it's relatively easy to get at least two pair and you can almost always win at least one round of High-Low. Take a chance at doubling your bet any time the card is a 10 or higher or a 5 or lower. Cash out when the face-up card is a 6, 7, 8, or 9.



MISKA DOCTORAL DEGREE

Talk to the Kowz behind the desk near all of the tables to learn about the Imperial Academic Conference Collaborative Research Organization's certification test. The Kowz is none other than the famed researcher Miska, a man Rita has been hoping her whole life to meet. Rita wants to take the test and get her degree, but in order to do so she must first locate five specific books. The search for these books is the first part of the test. Miska tells Rita to look for the books anwhere she's seen bookshelves. Locate the books in the locations listed here, then return to Miska for the degree! Doing so earns Rita the "Miska Scholar" title.

1. **Halure:** Mayor's House
2. **Capua Torim:** Fortune's Market HQ
3. **Heliord:** Investigation Room
4. **Mantaic:** Inn
5. **Aurnion:** Aurnion's HQ

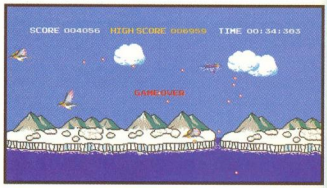
MOVIE, SKIT, AND MUSIC PLAYERS

Talk to the Kowz and Antlion near the model statues to access an in-game movie and skit player. This allows you to go back and watch any of the in-game cinematics as well as any of the skits. The skit player shows a complete listing of the skits you've seen and leaves blank the ones you've missed. It will likely take at least two complete play-throughs to see all of the skits, so check back frequently to see how you're doing. Talk to the man in the suit close to the Antlion to sample your favorite musical scores from the game!



TALES OF DRASPI

Speak with the Kowz near the arcade cabinets to have a chance at playing the hit side-scrolling flying game Tales of Draspi. This game pits you in control of Ba'ul as he dodges myriad bullets from enemy craft! The background scenes change depending on which character is currently leading your party, so feel free to experiment! See how long you can go without crashing into any of the bullets and post your high scores on Xbox Live!



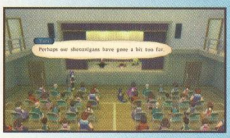
CAPSULE TOY DISPENSERS

The gymnasium has a number of capsule toy dispensers that have been rigged to take chips instead of Gald. The machines are lined up by price and each give a specific category of prize. The dispensers increase in value from 1 to 500 chips from right to left. The prizes are drawn at random, so give them each a try to see what you get! The prizes range from synthesis ingredients to rare statues to huge cash prizes! The more chips you risk, the better your chances of striking it rich!



THEATRE!

Speak to the actor near the stage in the gymnasium to learn about his guild, Showtime. He's trying to rehearse a play, but the other actors aren't around. He needs four stand-ins for the play and Estelle, Rita, Yuri, and Karol are perfect for the roles. Participate in this brief play to earn new titles and gain fancy new costumes! You'll even earn some valuable equipment too, such as the **Shield of Valor** and **Hero's Sword**.



The Spa at Yumanju

Visit the small retreat on the continent to the northwest to relax at the spa. This place of soothing tranquility has a Fortune's Market outpost, a few vending machines for bottles and capsule toys, and also a soothing hot spring bath. The receptionist needs some help tending to the baths, so the party is asked to help out a bit, but the benefit is fresh new titles and additional costumes.



Visit the spa during Chapter 2 after gaining free roaming ability with Ba'ul, then head to the inn to stay the night before returning. Make frequent trips back to the inn after nights away in an inn and alternate characters as the party leader. Yuri, Estelle, Karol, Rita, and Raven all eventually earn new titles and costumes. Change into those new outfits and return to the hot springs one final time before completing the game and talk to the receptionist.

Grade Shop Menu

The Grade Shop Menu is available upon completion of the game for the second (and beyond) playthroughs.

GRADE ENHANCEMENTS	GRADE	GRADE ENHANCEMENTS DESCRIPTION
Max 99 Items	G400	Possess up to 99 of each item.
Items	G500	Inherit all items from previous play through. (Omit Valuable Items)
Gald	G1000	Inherit all Gald earned in previous play through.
Titles	G500	Inherit all titles earned in previous play through.
Collector's Book	G10	Inherit information in the Collector's Book.
Enemy Book	G10	Inherit information in the Enemy Book.
Recipes	G10	Inherit all recipes learned in previous play through.
Cooking Skill	G50	Inherit current cooking skill level.
World Map	G300	Inherit town and dungeon information on the World Map.
Craft Skill	G10	Inherit current craft skill level.
Records	G10	Inherit current information listed in the "Record" menu.
Artes	G1000	Inherit all Artes from previous play through. This option is for all characters.
Skill	G1000	Inherit all skills from previous play through. This option is for all characters.
Yuri Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Yuri.
Estelle Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Estelle.
Karol Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Karl.
Rita Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Rita.
Raven Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Raven.
Judith Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Judith.
Repede Artes & Skills	G350	Inherit Artes, Arte usage status and Skills from previous play through. This option is only for Repede.
Increase Max HP	G500	Start the game with maximum HP increased by 20%. Cannot be used with "Decrease Max HP".
Decrease Max HP	G10	Start the game with maximum HP decreased by 20%. Cannot be used with "Increase Max HP".
Increase Max TP	G500	Start the game with maximum TP increased by 20%. Cannot be used with "Decrease Max TP".
Decrease Max TP	G10	Start the game with maximum TP decreased by 20%. Cannot be used with "Increase Max TP".
2x Gald	G600	Earn twice the amount of Gald in battle.
Increase Over Limit	G1000	Doubles the speed at which the Over Limit gauge fills.
1/2 Experience	G10	Decrease the amount of EXP earned to half. Cannot be used with other EXP related skills.
Double Experience	G1000	Earn twice the normal EXP in battle. Cannot be used in combination with other EXP related options.
10x Experience	G3000	Earn 10 times the normal EXP in battle. Cannot be used with other EXP related options.
2x Grade	G3000	Earn twice the amount of GRADE.
Skill SP 1	G3000	Reduce SP consumption for using skills to 1.
Increase Item Drop Rate	G1000	Doubles the chance of acquiring items from a battle.
Battle Techniques	G50	Set EXP value to 1 and increase bonus EXP by 5x.
Unlock Battle Rank	G50	Unlock battle difficulty "UNKNOWN".
Unlock All Skits	G1000	You can view all skits on the Skit Player at Nam Cobanda Isle located somewhere in this world.

Bonus Dungeon

On your second play-through of the game, in Chapter 3, head to Yormgen and speak to the Sage located there (this is while Yormgen is an illusion). Continue on with the story and, after heading to Dahngrest, return to the air and fly Ba'ul and the Fiertia back to Yormgen to access the Bonus Dungeon, the Labyrinth of Memories. This difficult dungeon is filled with tougher versions of many of the enemies you fought during the first play-through. It's an excellent place to come when trying to reach the level cap and when looking to earn as much Gald as possible. Just be careful, as looks can be deceiving!

ACHIEVEMENTS

Skills and Challenges

The following Achievements run the gamut from those that are easy to earn (such as performing your first synthesis or fatal strike) all the way to playing for 100 hours and reaching the level cap of 200. If you follow along with this guidebook and seek out every item, monster, side-mission, and bonus then you will be on your way to earning these Achievements, but they won't come easy. Some of these Achievements are among the most difficult and time-consuming of all the games available for the Xbox 360. Good luck!

1	EUREKA!	FIRST SYNTHESIS	10 POINTS
You used Synthesis to create new equipment and items. Keep it up!			
2	FIRST STRIKE	FIRST FATAL STRIKE	20 POINTS
Took out your enemy in a single shot! Master this technique to gain advantage in battles.			
3	BIG GAME GREENHORN	FIRST GIGANTO MONSTER DEFEATED	20 POINTS
Giganto Monsters are...special. Big. Strong. Nasty. Have fun!			
4	THE HIT THAT KEEPS ON HITTING	100-HIT COMBO	20 POINTS
100 hits, and they just keep coming! Don't stop! Never stop! Must keep hitting!			
5	TOO MUCH FREE TIME	PLAY FOR A CERTAIN TIME	20 POINTS
100 hours. Almost 4 whole days. Your journey will continue for as long as you want...			
6	TO POINTS UNKNOWN	TRAVEL FOR 100,000 KM (INCLUDES RIDING FIERTIA & BA'UL. DOES NOT INCLUDE TRAVEL WITHIN BATTLE)	10 POINTS
Wow! You've traveled 100,000 km! That's 2370 marathons!			
7	GRAND BATTLES	KILLED 1000 ENEMIES	10 POINTS
A thousand enemies down. Not even the Hunting Blades have pulled that off!			
8	JACKPOT	10,000 CHIPS WON	10 POINTS
You broke the bank with your winnings. Security wants a word with you...			
9	SMARTY-PANTS	ANSWER ALL QUIZ QUESTIONS CORRECTLY	10 POINTS
Hey! You answered every quiz question right! You are a true Tales fan. Thank you.			
10	PIGGYBANK	POSSESS 10,000,000 GALD	10 POINTS
10 million. You have more than any ordinary person will ever earn. Use it for good.			
11	THEY CALL ME...	EARN ALL TITLES	30 POINTS
You and your allies have acquired all titles. Some awe-inspiring. Others...not so much.			
12	CHARACTER STUDY	VIEW ALL SKITS	10 POINTS
You have seen every skit. Hope you enjoyed getting to know the characters better.			
13	NO MORE GRINDING	MAX LEVEL (200)	10 POINTS
Level 200! You're as strong as you can be. Only herbs can make you stronger now.			
14	BACK UP PLAN	SAVE AT ALL SAVE POINTS	10 POINTS
You have used every save point in the game. Now THAT's an explorer!			
15	BIG GAME HUNTER	KILLED ALL GIGANTO MONSTERS	50 POINTS
You slew all Giganto Monsters! Nothing can stand before you! Careful, though. It's a big world...			
16	MAP NERD	COMPLETED WORLD MAP	50 POINTS
You have traveled the farthest reaches of the world. Did you find what you were searching for?			
17	MONSTER NERD	COMPLETED MONSTER BOOK	30 POINTS
You know every enemy's weakness. Like you need this info. Seriously, what level are you now?			
18	ITEM NERD	COMPLETED COLLECTOR'S BOOK	30 POINTS
You know of every item in the world. People from far and wide seek you out for a peek at the book.			
19	LITTLE MAD SCIENTIST	SYNTHESIZED 20 TIMES	10 POINTS
You just keep synthesizing... I bet you have every recipe memorized by now.			
20	LOW LEVEL CHALLENGER	DEFEATED BARBOS AT LEVEL 15 OR LOWER	10 POINTS
You defeated Barbos at Lv. 15 or under! Amazing! You sure know how to take this guy down.			
21	SPEEDSTER	CLEARED GAME IN 15 HOURS OR LESS	15 POINTS
Whoa! Easy! Could you be any faster?! Relax. Take your time. There's much more to discover...			
22	AHHH, MEMORIES	CLEARED EX DUNGEON	30 POINTS
You have cleared the Labyrinth of Memories. Did you enjoy the surprise?			

Story Completion

Tales of Vesperia consists of three chapters. Play through the game in its entirety to earn these three valuable Achievements.

23	RECOVERED THE AQUE BLASTIA	PART 1 CLEAR	100 POINTS
You took back the aque blastia core from Barbos. This should fix the lower quarter's fountain.			
24	ENDED ALEXEI'S AMBITIONS	PART 2 CLEAR	150 POINTS
You put an end to Alexei's ambitions. However, the Adephagos remains. The battle continues...			
25	DEFEATED THE ADEPHAGOS	PART 3 CLEAR (GAME CLEARED)	200 POINTS
You defeated the Adephagos with Duke! A new world begins. A world without blastia.			

Secret Missions

Each of these Secret Mission Achievements correspond to a particular boss battle. See the walkthrough portion of this book for detailed tips on how to complete the Secret Mission for each of these encounters.

26	VESPERIA MASTER	GAINED ALL OTHER ACHIEVEMENTS	0 POINTS
Proof of completing Tales of Vesperia. Thank you very much for playing!!			
27	BUNNY GUILD MEMBER	BUNNY GUILD	10 POINTS
Somehow, somewhere, you became an official member of the Bunny Guild. Who needs Brave Vesperia?			
28	SECRET MISSION 1	SECRET MISSION: ZAGI FIGHT 1	5 POINTS
Defeated Zagi while protecting Estellise from Zagi's attacks.			
29	SECRET MISSION 2	SECRET MISSION: GOLEM	5 POINTS
Downed Goliath by attacking its Achilles' heel while it charged X Buster.			
30	SECRET MISSION 3	SECRET MISSION: GATTUSO	5 POINTS
Learning from Karol's experience, you used the billyball plants to stun Gattuso.			
31	SECRET MISSION 4	SECRET MISSION: ZAGI FIGHT 2	5 POINTS
Lured Zagi to the side of the ship and knocked him overboard to cool him off!			
32	SECRET MISSION 5	SECRET MISSION: GUSIOS FIGHT 1	5 POINTS
Downed the Dreaded Giant when it reared back and left itself wide open.			
33	SECRET MISSION 6	SECRET MISSION: GIGALARVA	5 POINTS
Raven used Serpent to set a trap for the Gigalarva and prevented it from healing itself.			
34	SECRET MISSION 7	SECRET MISSION: BARBOS	5 POINTS
VS Barbos. You took out the bridge supports, keeping him from calling out more of his thugs.			
35	SECRET MISSION 8	SECRET MISSION: ZAGI FIGHT 3	5 POINTS
Third battle VS. Zagi. Let him absorb too much magic, destroying his bohdi blastia.			
36	SECRET MISSION 9	SECRET MISSION: PTEROPUS	5 POINTS
VS. Pteropus. You defeated the Leader Bat and prevented Pteropus from recombining.			
37	SECRET MISSION 10	SECRET MISSION: OUTBREAKER	5 POINTS
VS. Outbreaker. You destroyed the core and prevented magic from inverting day and night.			
38	SECRET MISSION 11	SECRET MISSION: BELIUS	5 POINTS
VS. Belius. You lit up all candlesticks and eliminated the illusions.			
39	SECRET MISSION 12	SECRET MISSION: TISON & NAN	5 POINTS
VS. Nan and Tison. Timed your strikes between their attacks and knocked them down.			
40	SECRET MISSION 13	SECRET MISSION: SCHWANN	5 POINTS
VS. Schwann. Downed him by attacking when he was clutching his heart after his mystic arte.			
41	SECRET MISSION 14	SECRET MISSION: ZAGI FIGHT 4	5 POINTS
Fourth battle VS. Zagi. Used Karol's Nice Recovery Smash arte to force him to recover from poison.			
42	SECRET MISSION 15	SECRET MISSION: BAITOJOH	5 POINTS
VS. Baitojoh. Hit it 3 times during it's Ice Edge attack and fished it out of the water.			
43	SECRET MISSION 16	SECRET MISSION: ESTELLISE	5 POINTS
VS. Estellise. Used the item, Mother's Memento.			
44	SECRET MISSION 17	SECRET MISSION: YEAGER	5 POINTS
VS. Yeager. Made his heart explode using Raven's Rain arte.			
45	SECRET MISSION 18	SECRET MISSION: ALEXEI	5 POINTS
VS. Alexei. Downed him by attacking when he was tired after his mystic arte.			
46	SECRET MISSION 19	SECRET MISSION: GUSIOS FIGHT 2	5 POINTS
VS. Gusios. Attacked his tail, then downed him with a close attack while his feet were raised.			
47	SECRET MISSION 20	SECRET MISSION: KHROMA	5 POINTS
VS. Khroma. Downed her by timing your strikes between certain of her attacks.			
48	SECRET MISSION 21	SECRET MISSION: FLYNN	5 POINTS
VS. Flynn. He used every arte he could, including a mystic arte.			
49	SECRET MISSION 22	SECRET MISSION: ZAGI FIGHT 5	5 POINTS
Fifth battle VS. Zagi. Downed him by attacking after he becomes exhausted from Blastia Bane.			
50	SECRET MISSION 23	SECRET MISSION: DUKE FIGHT 2	5 POINTS
Defeated Duke using a mystic arte.			

Tales of Vesperia™

OFFICIAL STRATEGY GUIDE

Written by Doug Walsh & Jennifer Sims

©2008 DK/BradyGAMES, a division of Penguin Group (USA) Inc. BradyGAMES® is a registered trademark of Penguin Group (USA) Inc. All rights reserved, including the right of reproduction in whole or in part in any form.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

©KOSUKE FUJISHIMA
TALES OF VESPERIA™ & ©2008 NAMCO BANDAI Games Inc.
ALL RIGHTS RESERVED.
The NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1009-1

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08 4 3 2 1

Printed in the USA.

BRADYGAMES STAFF

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

CREDITS

Senior Development Editor
Ken Schmidt

Screenshot Editor
Michael Owen

Book Designers
Dan Caparo
Tim Amrhein

Production Designer
Wil Cruz

NAMCO BANDAI GAMES QA

Merwin O. Del Rosario

Josh A. Melloy

Brett Vickers

Sharon Marmito

Michael Gower





SEVEN BRAVE FRIENDS. ONE GRAND ADVENTURE.

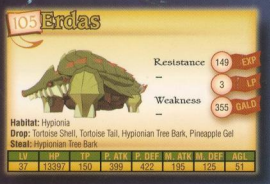
Full Walkthrough

Guide Brave Vesperia through every step of their journey, from Deidon Hold to the Enduring Shrine of Zaude!



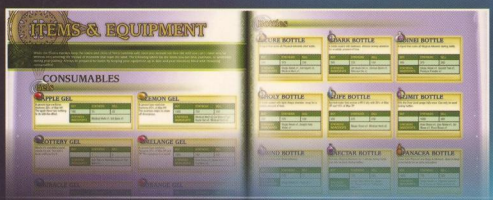
Artes and Skills

In-depth coverage of every character's artes and skills!



Complete Monster Book

Full bestiary data including stats, habitat, weaknesses, resistances, and items dropped or stolen



Items and Equipment

Everything you need to know about your party's gear, from Synthesis ingredients to Attributes, and Skills!

IN ADDITION, YOU'LL GET:

- COOKING All recipes and Wonder Chef locations
- CHARACTERS Titles, bonus costumes, and stat growth
- EXTRAS Achievements, Giganto Monsters and MORE!

$19.99 USA/$21.99 CAN

BRADYGAMES
www.bradygames.com

BANDAI NAMCO Games
www.namcobandaigames.com

ISBN-13: 978-074401009-1
ISBN-10: 074401009-8
51999
9 780744 010091
7 52073 01009 6

©KOSUKE FUJISHIMA
TALES OF VESPERIA™ & ©2008 NAMCO BANDAI Games Inc. ALL RIGHTS RESERVED.
The NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI.